



Michigan Rummy

Tournament-Style Edition

Game Instructions for

Michigan Rummy

Great Lakes™

Wanagan™

Oh Claire!™

53304

Michigan Rummy

FOR 3 to 8 PLAYERS
AGES 8+

OBJECTIVE:

- Michigan Rummy is played in rounds where the first player to play all cards from their hand wins the round and all the chips in the center Jackpot Cup. The player who has the most chips at the end of 5 rounds of play is the winner. Players may determine ahead of time to lengthen the game beyond 5 rounds, but this should be determined by the group in advance.

SET UP:

- The youngest player is the Dealer for the first round, with the deal rotating to the left for subsequent rounds. In Michigan Rummy the "Ace" is always the highest and the "2" the lowest cards in the deck.
- Prior to starting the game, divide the chips evenly among all players. Players may add more chips (or coins) as they wish. (The color of the chips does not matter in Michigan Rummy).
- Place the Michigan Rummy game disk in the center template and make sure the "Money Card" images are facing directly across from the chip cups.
- Before each hand (or round), all players place one chip in each of the 8 cups and also into the 9th center Jackpot Cup. Only the Dealer, however, places a second chip into the center Jackpot Cup.

PLAYING THE GAME:

- The Dealer deals out all the cards in the deck to all players PLUS one additional "Dummy Hand". For example, if there are 4 players, then there will be 5 hands dealt...one for each player and an extra hand for the "Dummy". It is not necessary for all players to receive the same number of cards.
- The Dealer has three options regarding the hand he or she is dealt:
 1. Play the original hand as dealt after reviewing his/her cards.
 2. Exchange the original hand for the Dummy Hand, but only if the original hand does not contain any of the "Money Cards" as featured on the center disk. A decision to exchange for the Dummy Hand must be made **without** having first viewed the Dummy Hand.
 3. Sell the Dummy Hand to the highest bidder whose hand also may not contain any of the "money cards". The Dealer is allowed to keep all chips paid for the Dummy Hand.
- The player to the left of the Dealer plays the first card and may play any suit, but the card played must be the **lowest** of that suit in their hand. Each player establishes a pile directly in front of them where their "played cards" are played, and players are to "announce their play to the rest of the group" as it occurs.
- The player holding the next highest card in the sequence in the same suit (regardless of where they sit at the table) plays next and so on, until the sequence is halted either by the Ace or by a card hidden in the Dummy Hand which has been removed from play. Note that during play the Dummy Hand always remains closed or hidden.
- When the sequence ends, the same player who played the last card starts the next sequence by playing the lowest card in a suit **of the opposite color** from the last sequence. If the player has no such card to play the turn passes to his/her left.

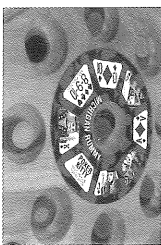


Figure 1

- **EXAMPLE:**
A player leads with a **3-Clubs**...another player plays the **4-Clubs**...but, no one has the **5-Clubs** (as it is hidden in the "Dummy" or exchanged hands). In this case, the player who played the **4-Clubs** then starts a new sequence by playing the lowest card of an opposite color suit (in this case, a diamond or a heart since they are both "red" suits). If the player does not have a red-suited card, then play passes to the player to the left who may then lead the lowest card from their hand in an opposite suit.

MONEY CARDS:

A player may collect on a "Money Card" only when he plays that Money Card or Cards during the proper sequence of play.

Some Money Cards ("**8-9-10 Any One Suit**" or "**Q, K-Hearts**") must be played in that specific sequence in order to collect the chips from that cup. The player who plays the last card in the sequence wins the chips. **For example**, if a player plays the **Q-Diamonds** but another player has the **K-Diamonds**, it is the **K-Diamonds** that wins the chips. In regards to "**8-9-10 Any One Suit**", a player wins the chips whenever the sequence is completed with a **10**.

SCORING:

- The round ends when one player has played all his/her cards and, therefore, collects all the chips in the center Jackpot Cup. Any chips which remain in their associated Money Cups at the end of the round remain there for subsequent rounds. In rare cases where a round ends with all players holding some cards in their hand, players then add up the numbers on all their cards and the player with the **lowest** total takes the center Jackpot. (Note that all Face Cards count as 10 points and an Ace as 11 points).
- Once a round has ended, players then pick up their played cards and combine them with any leftover cards from their hand. The best 5-Card Poker hand collects the chips from the "Poker Kitty" cup.
- After round 5, if there are any chips remaining, they are divided equally among all players.
- The player with the most chips after 5 rounds is the winner!

Great Lakes™

FOR 3 to 8 PLAYERS
AGES 8+

OBJECTIVE:

- **Great Lakes** is very similar to Michigan Rummy, however there are some fun differences! All players should familiarize themselves with the **PLAYING THE GAME** section of Michigan Rummy prior to playing **Great Lakes**.
- **Great Lakes** is played in rounds where the first player to play all cards from their hand wins the round and all the chips in the center Jackpot Cup. The player who has the most chips at the end of 5 rounds of play is the winner. Players may determine ahead of time to lengthen the game beyond 5 rounds, but this should be determined by the group in advance.

SET UP:

- The set up for Great Lakes is the same as Michigan Rummy. Make sure the Great Lakes money card game disk is placed into the center template with "money card" images directly across from the chip cups (refer to Figure 1 under Michigan Rummy instructions).

PLAYING THE GAME:

- Refer to this section in the Michigan Rummy instructions as they are identical.

EXAMPLE:

A player leads with a **3-Clubs**...another player plays the **4-Clubs**...but, no one has the **5-Clubs** (as it is hidden in the "Dummy" or exchanged hands). In this case, the player who played the **4-Clubs** then starts a new sequence by playing the lowest card of an opposite color suit (in this case, a diamond or a heart since they are both "red" suits). If the player does not have a red-suited card, then play passes to the player to the left who may then lead the lowest card from their hand in an opposite suit.

MONEY CARDS:

- A player may collect on a "Money Card" only when they play that Money Card during the proper sequence of play.
- The **K-Diamonds**, **Q-Spades**, **J-Hearts** "Money Card" spots all play similarly to Michigan Rummy. However, the following Money Cards have new twists as follows:
 - **Ace2:** In order to collect these chips the same player must be able to play an **Ace** immediately followed by a "2" at the same time. In the same turn. In this case, the **Ace** must be played within the sequence being played at the time, however, the following "2" (signifying the start of a new sequence) **may be played in any suit** (and **not** opposite colors which is the rule for all new sequence starts).
 - **FULL HOUSE DUMP:** If a player can create a "Full House" (3 of one number and 2 of another number) by playing 4 cards from their hand to join the last card played by an opponent, they win the "Full House Dump" chips. **For example**, if the last card played is the **4-Clubs** and the player with the **5-Clubs** can complete a "Full House" from their hand (two 5's and three of another number...or...three 5's and two of another number) then that player may play such cards (in any suit) and collect the chips. The same player then starts the next sequence by leading any card from his hand as long as it is the lowest in its suit.
 - **ANY 5-CARD STRAIGHT, ANY SUIT:** If a player can create a "Straight" (run of 5 cards in succession) by playing 4 cards in sequence from their hand to join the last card played by an opponent, they win the chips. **For example**, if the last card played by an opponent is the **7-Diamonds**, then the player with the **8-Diamonds** may play any four cards to complete a straight. The cards played could be **6-8-9-10** or **8-9-10-J** or any combination that completes a straight (however, the "8" must be the **8-Diamonds** as it needs to match up with the **7-Diamonds** played by an opponent). The other three cards played, however, may be of any suit. The same player then starts the next sequence by leading any card from his hand as long as it is the lowest in its suit.
 - **6 LEAD:** Whenever a player starts a new sequence with a "6" (opposite color suit from the sequence just ended and the lowest card from that suit in their hand), they win the chips. **For example**, if a player finishes a sequence with the **Ace-Spades**, and the **6-Diamonds** is the lowest diamond in their hand, they will win the chips.

SCORING:

- The round ends when one player has played all his/her cards and, therefore, collects all the chips from the center Jackpot Cup. Any chips which remain in their associated cups at the end of the round will remain there for subsequent rounds. In rare cases where a round ends with all players holding some cards in their hand, players then add up the numbers on all their cards and the player with the lowest total takes the center Jackpot. (Please note that all Face Cards count as 10 points and the Ace counts as 11 points).

LOSER'S KITTY:

- Once a round has ended, players pick up their played cards and combine them with any leftover cards from their hand. Unlike Michigan Rummy, where the **best** poker hand wins...in Great Lakes the **worst** poker hand collects the chips from the Loser's Kitty cup. Since the Ace is always high, the worst poker hand possible is, therefore, **2,3,4,5,7** in different suits. In case of a tie, players split the pot.
- After round 5, if there are any chips remaining, they are equally divided among all players.
- The player with the most chips after 5 rounds is the winner!

Wanagan™

The origins of the game **Wanagan** can be traced to a card game played by lumberjacks logging the Northwood's of Minnesota, Wisconsin and Michigan, who resided in camps during the logging season. The building where the camp "stores" or goods were kept and sold was known as the Wanagan... and a place where the card game, Wanagan, was played many a time.

FOR 3 OR MORE PLAYERS AGES 8+

OBJECTIVE:

- The player with the most chips after 5 rounds of play is the winner.
- If all players wish to extend the game beyond 5 rounds, this should be determined before the start of play.

SET UP:

- The oldest player becomes the Dealer for the first round with the deal rotating to the left for subsequent rounds of play. In Wanagan, the Ace may be used as **either** the highest or lowest ranking card.
- Prior to starting the game, divide the chips evenly among all players. Players may add more chips (or coins) as they wish. (The color of the chips does not matter in Wanagan.)
- Place the Wanagan game disk in the center template, and make sure the "Money Card" images are facing directly across from the chip cups. (Please refer to Figure 1 in the Michigan Rummy instructions.)
- Before each round players place chips into each of the eight cups as follows:
 - 1 chip into cups titled: "1 PAIR", "2 PAIR", and "3 OF A KIND"
 - 2 chips into cups titled: "FULL HOUSE", "ANY FLUSH", "ANY STRAIGHT", "4 OF A KIND" and "WANAGANI"

PLAYING THE GAME:

- Wanagan is played in rounds (5 rounds in total). A round consists of as many hands required for the "Money Cups" on the board to be won.
- In each hand, all the cards are dealt out. It up to 5 players, use one deck. If 6 players or more, use 2 decks of cards.
- Upon receiving their dealt hand, each player selects 5 cards to play during that hand and puts these 5 cards face down in front of them. The remaining cards should be set aside as they will be used again later. When selecting the 5 cards to play, players should consider their ability at that time to win the remaining "Money Cups" on the board.
- All players reveal their selected 5-card hands at the same time. If a player is the only one to reveal a sequence shown on the "Money Disk", they win all the chips in that cup. If multiple players reveal the same sequence, the higher hand wins the chips (as in Poker).
- **WANAGAN "EVENS OR ODDS"**: This refers to a 5-card hand of non-duplicated "Even" cards or "Odd" cards in any suit and in sequence (for example, **2-4-6-8-10** from any suits....or **Ace-3-5-7-9** from any suits).
- If, at the end of the first hand in a round there are still money card cups with chips remaining, players will have three more opportunities to win the remaining chips on the game board by playing "Overtime Hands" where players take the 5 cards played **plus** their "discards" (the cards set aside at the beginning of the hand) and select 3 cards to pass to another player. The card passing strategy becomes one where players hold or pass cards which best set them up to win the remaining chip cups.
 - During the 1st "Overtime Hand", three cards are passed to the player to one's left.
 - For the 2nd "Overtime Hand", three cards are passed to the player to one's right.
 - For the 3rd "Overtime Hand", cards are not passed. However, 4 "Wild Cards" apply:
- **K-Hearts, 10-Diamonds, 7-Spades and 4-Clubs.**
- If after the three "Overtime Hands" chips still remain in Money Card cups, they are then placed into the center Jackpot Cup, joining any other chips that may already be there.
- Once all Money Card chips are taken (or moved to the center Jackpot Cup), a final hand of Poker 5-Card Draw is played to win the pot in the center Jackpot Cup (with all the cards gathered, shuffled and dealt for the 5-Card Draw hand). Should 2 decks be used (with 6 or more players), both decks are used for 5-Card Draw.
- The player with the most chips after 5 rounds is the winner!

Oh Claire!

Oh Claire! is a progressive trick-taking game which has similar play characteristics to other "trump" card games (like Spades, Bridge and Oh Hell!), but with unique game strategies.

FOR 3 to 5 PLAYERS

AGES 8+

OBJECTIVE:

- To be the player with the most chips at the end of 11 "hands" of play.

SET UP:

- Oh Claire! can be played by 3-5 players.

The game chips should be evenly divided by color (red-green-black-blue) among all players and each player will start the game with 24 chips in their color. If 5 people are playing then 24 additional coins or tokens from the home will be needed for this 5th player.

DEALING THE CARDS:

- A complete game of Oh Claire! consists of 11 "hands" which are dealt in the following sequence:

- Hand 1: 10 cards per player
- Hand 2: 9 cards per player
- Hand 3: 8 cards per player
- Hand 4: 7 cards per player
- Hand 5: 6 cards per player
- Hand 6: 5 cards per player
- Hand 7: 6 cards per player
- Hand 8: 7 cards per player
- Hand 9: 8 cards per player
- Hand 10: 9 cards per player
- Hand 11: 10 cards per player

It is a good idea to have a blank piece of paper and pen/pencil available to keep track of what Hands (number of cards per player) had previously been dealt.

- The deal for each "Hand" rotates clockwise with the first Dealer being the youngest player.
- After all cards are dealt the Dealer then turns up the next card revealing the "trump" suit for that particular "hand". The remaining undealt cards are placed in a stack face down with the turned up "trump" card on top.

BIDDING FOR TRICKS:

- After each "Hand" is dealt, players take turns "bidding" on the number of "tricks" they think they will successfully win during that "Hand". (**For example**, within a "Hand" or round where 7 cards are dealt to all players there will be 7 "tricks" available to be won).
- The player to the left of the Dealer bids first with the bidding continuing clockwise around the table (the Dealer bidding last). Players place in front of them on the table and not on the wooden game board) the number of chips which represent their bid number for that "Hand".
- The total number of tricks bid among the group during a particular "Hand", however, can never equal the number of cards dealt. **For example**, if 7 cards are dealt and the total number of tricks bid among the group is 5 when the bidding reaches the Dealer, then the Dealer may not bid "2" (since the total, "7", would match the number of cards dealt). The Dealer, in this case must bid something other than "2".
- During each "Hand", players are attempting to bid the exact number of tricks they can successfully take (no more and no fewer). During the entire 11 "hand" duration of the game, players are trying to successfully cover every one of the 8 trick options shown around the game board (numbered 0-7).

PLAYING THE GAME:

- Play begins with the player to the Dealer's left playing the first card, and the play may be any suit (including "trump"). Play follows clockwise and each player must follow the suit led. If a player cannot follow the suit led, they may play any other card from their hand, including "trump". The player who has played the highest card within the suit led, wins the "trick" ...and, in cases where a "trump" card is played, the highest "trump" card played wins the trick. **For example**, if a Diamond is led and all players are able to play a Diamond, then the highest Diamond played wins the trick. However, if Diamonds are played and a player(s) doesn't have a Diamond and instead plays a "trump", then the highest trump card played wins the "trick" even though Diamonds were led).
- As players win "tricks" these cards are kept in front of them on the table. Since players will usually win more than one "trick" during a hand, the "tricks" should be kept in separate piles to make it easier to count total "tricks" won at the end of the "Hand".

Oh Claire!

- At the conclusion of each "Hand", all players who successfully "take" the exact number of "tricks" matching their bid, place one of their colored chips into the game board cup opposite that number (players are not rewarded for exceeding their bid number...only by hitting it exactly). **For example**, if a player bids and takes 4 "tricks", they put one of their chips in the game board cup opposite the number "4". It is fine for there to be more than one chip per number cup as opposing players will also be working to cover all the numbers and the colored chips provide a picture as to where all opposing players stand at any given time in the game.
- For all players who do not "make their bid", they pay each player that successfully made their bid 2 chips, plus they place one chip in the center Jackpot Cup of the game board. If a player should run out of chips before the game concludes, they are eliminated.
- A Strategy Tip: Throughout the 11 "Hands" played, players may elect to bid/win the same number more than once, instead of pushing themselves to bid/win a number that their hand may be incapable of achieving (and thereby being penalized by paying penalty chips to winning bid players plus an additional chip to the Jackpot Cup). As explained in the SCORING and the JACKPOT Cup section below, in case of a tie at the end of 11 "Hands" where more than one player has covered the same amount of numbers, the tie-breaker then becomes the player who has the most total chips on the board in number cups.

NOTE: Each player starts Oh Claire! with their own color chips. However, as the game progresses, they accumulate chips from opponents. It is important that any chips which are placed in the "number" cups be of the same original color they started with and so that they may keep track of the numbers covered by themselves and their opponents. However, as players "pay off" chips to opponents or to the center Jackpot Cup, they may use any other color chip they accumulate.

STRATEGY:

As the game progresses through ensuing "hands" (where the number of cards dealt changes), players will need to consider when to be more aggressive to achieve the higher or lower bids in order to cover more number cups than their opponents.

SCORING and the JACKPOT Cup:

- After 11 rounds of play, the player(s) who have the most numbers "covered" (0-7) on the wooden game board win all the chips in the Jackpot Cup. Should there be a tie, then the player with the most total number of chips in all cups wins the Jackpot Cup. Should there still be a tie, then these players divide the Jackpot Cup evenly.
- Players then count up the TOTAL number of chips and the winner of Oh Claire! is the player with the most total chips (regardless of color)!

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