

RUMINI CAPTAIN'S LOG

8+
YEARS

20
MINUTES

2-6
PLAYERS

GAME RULES



Browsing through the Captain's Log, Rumini and his friends recall all the places they've been to and all the exciting adventures they've had together. But precisely who was there at all the most important moments?

CONTENTS:

68
character cards



1
set of game rules

In the Rumini – Captain's Log card game, the aim is to collect as many points as possible with your hand of cards by pairing your character cards with scene cards.

32
scene cards



1
game aid

1
scoring block

GETTING READY TO PLAY



1. Shuffle the character cards and deal 6 cards to each player.
Form a draw deck on the table with the remaining cards. If someone is unhappy with their cards (for example, because they have too many low-value or identical cards in their hand), they can discard up to 3 cards (face up) to form a discard pile and draw the same number of cards to replace them.
2. Shuffle the scene cards as well and deal
 - 4 cards in the case of 2-4 players
 - 3 cards in the case of 5-6 players
3. The players can secretly peek at their scene cards.
Select the least useful card (for example, one you don't have a character card for in your hand) and put it back into the game box. These will no longer be required.
4. Pass the remaining scene cards to the player on your left.
Again, each person discards one of the remaining cards. The remaining cards should be placed in a pile.
5. We are going to need 8 scene cards for the game. With 4 players, that is all that's left in the deck. If there are fewer or more than 4 players, the deck up to 8, i.e. draw 2 or 3 or 4 additional scene cards. Once you have done that, shuffle the 8 scene cards and place them face down in the middle of the table.
6. Take out a scoring pad and write the names of the players at the top of the page.



8 CARDS

Now everyone can pick up their character cards and the game begins!

HOW TO PLAY

The game consists of 8 rounds (equal to the number of scene cards). The order of the rounds is as follows:

- Flip one of the eight scene cards you have chosen on to the table and carefully look at the characters on it!
- If you have a character in your hand (or more than one) who appears in the scene, you can play it. Place it on to the table next to the scene card. You don't have to play all the characters (you can save some for later rounds), but you can only play a specific character once in each turn (other players can play the same character as you). If you don't want to or can't play anyone, then pass. The passing rules differ from round to round: see the section on passing.
- The giant octopus can be played as a 'joker' for of any of the characters, but you have to name the card that you are replacing, which determines the point value.

This phase is performed simultaneously by the players, there is no particular order.

EXAMPLE:

On the scene card, Tom Tar has discovered Rumini and Balico secretly playing cards. For this scene, a player can play 3 characters at once, and all the other players can do the same. So if Pete plays Rumini, Balico and Tom Tar cards, Esther can still play Rumini and Balico cards (she has no Tom Tar). However, if she has two Rumini character cards, she can only play one at a time. Gabi, on the other hand, only plays one Rumini card because she has no Balico card and she is saving her Tom Tar card for later. Eva has decided to pass.



When everyone is done, one player writes the results of the round on the scoring pad (see scoring for details). Then the character and scene cards that have been played are discarded and the next round begins with a new scene card.

PASSING

When we pass, not only are you not allowed to play a character card but you can also control the amount of cards in your hand. Depending on the number of the round you are on, you draw or discard a character card.

- If you pass in the 1-2. round: draw 2 character cards
- If you pass in the 3-4. round: we draw 1 character cards
- If you pass in the 5-6. round: no further effect
- If you pass in the 7-8. round: throw away 1 character card

These rules can also be found on the score pad.



Esther

RUMINI
1

BALIKÓ
1

Pete

RUMINI
1

BALIKÓ
1

NEGRO
4

5

RUMINI | BALIKÓ | FEGŐ | KAPTÁNY |
SEBÉSTEN | NEGRO | BANDI | JOHANNA | ROZI
Rumini és Baliko a mentőcsónak alatt kényeztik

Gabi

RUMINI
1

PASS

Eva

SCORING

As with passing, the scoring of each round is different. At the end of each round, calculate the scores as follows:

- for each player, add up the point values of the character cards they played and add the point value of the scene card.
- if the round also has a multiplier, multiply it by the amount obtained (these multipliers are also indicated on the scoring sheet). This applies to the following rounds:

3-4. round: multiply the score by 2

5-6. round: multiply the score by 3

7-8. round: multiply the score by 4

Thus, cards of the same value are also awarded increasing scores in every other round as the game progresses.

- **Write the result on the score pad next to the current round in the column of the player in question.**

EXAMPLE:

2nd round: Pete passed so he draws 2 cards. Esther got 8 (2+6), Gabi 7 (1+6), Eva 9 (1+2+6) points. If the same set-up happened in round 7, the multiplier would be 4. If Pete had passed, he would have to throw away one card from his hand. Esther would get 32 (8X4), Gabi 28 (7X4) and Eva 36 (9X4) points.



PENALTY POINTS AT THE END OF THE GAME

If there are any character cards left in your hand at the end of the game, they will be deducted from your score. Three times the sum of the card has to be written in to the players' column for penalty points. If the giant octopus (joker) remains in your hand, it counts as the highest ranking card (Rosie 6), so 6×3 , i.e. 18 points have to be deducted.

THE END OF THE GAME

After round 8, when you have finished scoring, the last scene card is discarded and the game ends. Now add up the scores gained for each player in each round on the scoring pad and subtract the penalty points (if any). Write the summarised result on the bottom line of the scoresheet!

Whoever has the most points is the winner!



PONTOZÓTÖMB



A JÁTEKOSOK NEVE

PASSZ SZORZÓ		ESTHER	PETE	GABI	EVA		
1. KÖR	+2	×1	7	7	-	7	
2. KÖR	KÁRTYA	×1	8	-	7	9	
3. KÖR	+1	×2	-	-	-	12	
4. KÖR	KÁRTYA	×2	8	12	16	8	
5. KÖR	0	×3	-	30	-	-	
6. KÖR	KÁRTYA	×3	21	21	21	-	
7. KÖR	-1	×4	32	-	32	36	
8. KÖR	KÁRTYA	×4	-	16	28	12	
BÜNTETŐPONT:			-	-15	-24	-	
ÖSSZESEN:			76	71	80	72	





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Grafika © Anna Kálmán
Not suitable for children under the age of 3!
Country of origin: EU





1

RUMINI



1

BALIKÓ

RUMINI CAPTAIN'S LOG



2

JAKE



3

CAPTAIN



3

SEBASTIAN



4

TOM TAR



5

BOBBY



5

JOHANNA



6

ROSIE



★

THE GIANT
OCTOPUS