



Phōncards® Game Rules

Name	PHUMMY (based on Rummy)
Level	Intermediate to high
Deck(s)	Both
Players	2 to 6 (or teams)
Ages	5 to 105
Duration	Up to the players
Goal	To enhance players' ability to spell and strategize

Directions:

OBJECT: To reach the target score agreed upon at the beginning of the game

SET UP: All players sit around a desk or table.

TO PLAY:

Step 1 Choose a dealer.
A target score should be agreed upon to end the game.
(Similar to 500 Rummy)

The dealer deals the following number of cards.
Each card has a value of one point.

PLAYERS	CARDS*	Targets Score*
2 players	11 cards	50 points
3 players	10 cards	40 points
4 or more	9 cards	30 points

*suggested

After dealing the appropriate number of cards, place the remainder of the deck face-down in the middle of the table.

This becomes the “Draw” pile.

The top card is turned face-up and placed next to the “Draw” pile.
(See figure 1)



Figure 1 Layout of the “Draw” and “Discard” piles

This card can be used to spell a word and this pile is called the “Discard” pile. This pile should be arranged by overlapping the cards keeping the Phonics Target Sounds (PTS) visible in a horizontal row. (Figure 2)



Figure 2 Layout of “Draw” pile and overlapping “Discard” pile cards

Step 2 All players sort through their cards trying to spell as many valid words as possible.
(similar to “melding” in Rummy)

Step 3 Players lay down as many valid spelled words as they can by placing their cards face-up in front of them.

Each card has a value of one point.

Players can add on to their own words or to other players’ word to make points.

For example, the word “cage” is spelled by another player and you have the “y” card.

The “y” card may be played to make the word “cagey”.

You then receive **one point** for the “y” cards, and place the “y” card on the table in front of you.

(similar to “laying off” in Rummy)

After completing “Step 3”, each turn consists of two parts:

PART 1

The Draw

Players must take one card from either the top of the “Draw” pile (which can be played, saved or discarded) or any card from the “Discard” pile along with all the overlapping cards that follow it.

For example (figure 2): if you take the “wr” card, you must also take the “m” card as well.

The card taken from the “Discard” pile, in this case the “wr” card, *must* be used to form a word.

All cards should be placed face-up in front of the player.

PART 2

The Discard

Whether a word can be formed or not, one card *must* always be discarded from the player’s hand and placed face-up horizontally onto the “Discard” pile to end a player’s turn.

(See figure 2)

GOING OUT

A player wins an individual hand by laying down all of his/her cards. This could happen while “melding,” or “laying off.”

This is called “Going Out.”

After a player goes out, all players add one point for each card they have laid down in front of them.

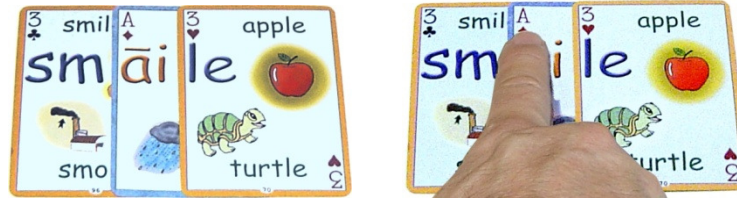
Additionally, the other players *must* deduct one point for each card still in their hand.

Each time a player goes out, a new hand is dealt until the agreed upon target score is met.

To Win: The player who reaches the agreed upon target score first win!

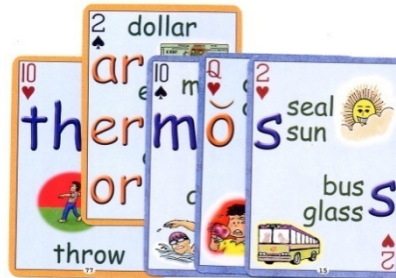
Notes:

Rules and Tips:



- ✓ Allow or disallow fingers to block out individual letters.
- ✓ Allow or disallow the use of proper nouns.
- ✓ Individual card sounds can't be used alone.
(For example: the "old" and "sure" card)

How you can make a word with three individual PTS on one card.



How to use Phoncards to make a word