

Wrummy 3-4-5 Rules

GOAL

Be the first player to play one 3-letter word, one 4-letter word, and one 5-letter word prior to “going out” (discarding the last card from your hand). Score the most points by playing the most letters and the highest value letters.

SETUP

Shuffle the cards and deal 7 to each player. Put the rest in a draw pile in the center. Flip over the top card from the draw pile and place it next to the draw pile to begin the discard “train”. Choose a player to go first and continue to play clockwise.

PLAY! First turn.

1. Draw a card from the draw pile **OR** take the first card from the discard “train”.
2. Play whatever word or words you want using your available letters by placing them in front of you face up, remembering that you must always have one card to discard. If someone wishes to challenge a word, consult your dictionary.
3. Discard a single card to the discard “train”. Place the discarded card on top of the last discarded card, but do not cover it, leaving it visible to create a “train” of cards. If you have no more cards in your hand after this, draw 5 new cards instead of 1 on your next turn.

PLAY! Next player. Continuing.

1. Draw a card from the draw pile **OR** take the first card from the discard “train” **OR** take any card from the discard “train” and all the cards on top of it.
 1. If you take any card from the discard “train” besides the top card, you must immediately use that card in a word.
2. Play whatever word or words you want using your available letters by placing them in front of you face up, remembering that you must always have one card to discard.
3. Play any number of letters on the front or back of existing words, including your words and your opponent's words, to create a new word. If playing off an opponent's word, place the letter in front of you as you would your own words, making sure everyone keeps track of the new word. Doing so removes the ability to play any letters on the front or back of the original word, but players can now play letters on the front or back of the new word.
4. Discard a single card to the discard “train”. Place the discarded card on top of the last discarded card, but do not cover it, leaving it visible to create a “train” of cards. If you have no more cards in your hand after this, draw 5 new cards instead of 1 on your next turn.
5. Continue until a player wins.

WILDS

1. There are 4 wild cards in the deck. Wild cards may be used as any letter to form a word, but do not contribute to your score.

CALLING “WRUMMY!”

1. Any player who discovers a complete word within the discard “train”, except for the current player who has already drawn or picked up a card, may call “Wrummy!”. The person who calls “Wrummy!” may then take only the cards from the discard “train” that makes up the discovered word, and place that word in front of them. Eliminate the gaps between the remaining cards in the discard “train”. Play continues right where play left off prior to calling “Wrummy!”.
 1. A player cannot discard a card and immediately call “Wrummy!” using that card.

COMPLETING A GAME

1. Be the first person to play one 3-letter word, one 4-letter word, and one 5-letter word prior to “going out” (discarding the last card from your hand).
 1. Keep in mind, if you add to the front or back of one of your words, it may no longer count as one of your required words. Playing a letter on the front or back of an opponent's word does not disqualify it as one of their required words.
 2. You may also play any word with 2 or more letters, but 2-letter words and 6-letter words and above do not count toward your required words.
2. Score the most points by playing the most letters and the highest value letters.

SCORING

1. Count up the total values of the cards played in front of you, subtracting the total values of the cards remaining in your hand (if any).
 1. **Orange cards (J, K, Q, X, Z) score 15 points each.**
 2. **Blue cards (B, C, F, H, M, P, V, W, Y) score 10 points each.**
 3. **Green cards (vowels and the remaining letters) score 5 points each.**
 4. **Wilds score 0 points.**
2. Scoring can be per game, where the player with the highest score each game wins.
3. Or scoring can be played in matches, where you continue to add to your score each game until a set total is reached by the winner. Matches can be played to a total of 100, 200, 500, or any amount you agree upon.

IF THE DRAW PILE RUNS OUT

1. If a player draws the final card from the draw pile, play continues until each remaining player gets a final turn.
 1. On each remaining player's turn, if they have the ability to “go out” (having the required 3-letter word, 4-letter word, 5-letter word, and discarding the last card from their hand), play ends.
 2. If the remaining players are not able to use a card from the discard “train”, they may play any remaining letters in their hand to form words or add on to existing words, but they must be able to discard a card.
 3. After the last remaining player discards a card, play ends.