

Placing of removed stones

- The first stone of each player, which is placed on the other side must touch the game board and a stone of the same colour within the red line.
- All further stones are to be placed according to the RUMIS standard rules, touching stones of their own colour. No stone may protrude into the red marked area of the projection.
- If a player cannot place the stone they have removed then they are not allowed to play any further stones in the game. Note: Even if a player realises that he or she will not be able to place any more stones, they still have to remove a last stone and put it aside.

Final Score

- If no player can place a stone the game is over. Players count the number of their colour faces visible from above (excluding any still within the 'red' area).
This total is added to the intermediate score.
- For each unused stone and those stones that remain within the red line one point is deducted from the final score.
Note: The unused stones from the intermediate score are not counted again.

Winner is ...

... who has the most total points at the end of the game.

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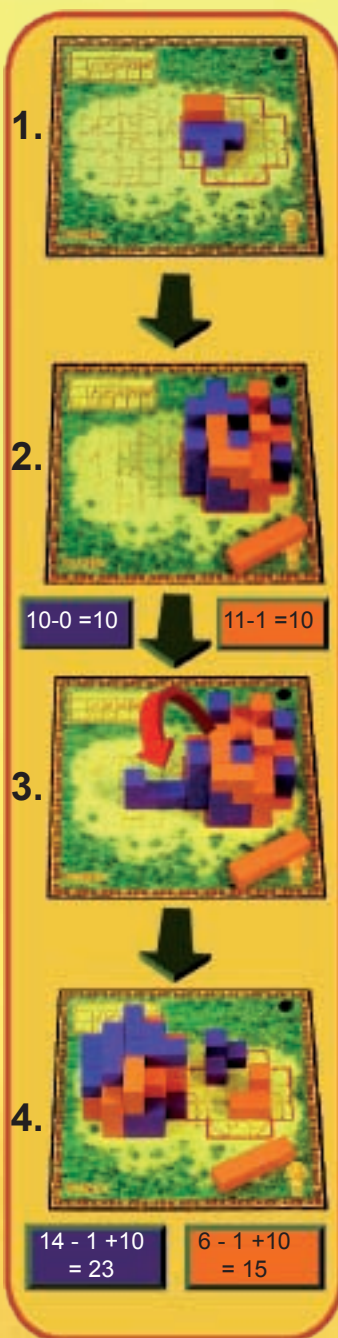
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V 1.0



RUMIS+

Foreword to the 1st edition of RUMIS+

Since it's launch, RUMIS¹⁾ has found new friends and won international awards all over the world. The encouraging ideas and suggestions from RUMIS players have inspired us to publish RUMIS+; an extension to RUMIS that has new scenarios and variations.

COLCA, PUNCU and APACHITA are dedicated scenarios for 2 players and have additional new rules to make games even more fun (details see page 3!).

CHAKA, HUACA and INCAHUASI are the other new scenarios, which combined with RUMIS, can be played by up to 6 players!

For new game scenarios and to keep up to date with new developments for RUMIS, regularly visit www.murmel.ch.

The MURMEL team

RUMIS Game Rules

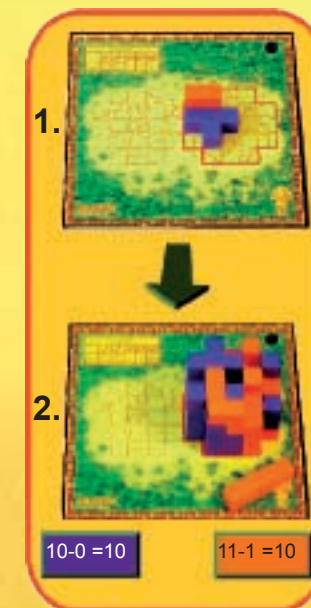
Setting up the Game

At the beginning each player receives all the stones of one colour.

A building – scenario is chosen.

Game Start

- One player starts by placing a stone within the building plan limits.
- Players take turns to place their first stone so that it touches the face of one of their opponents' stones and the game board.
- Each further stone played must be placed so it touches at least one face of a stone of the same colour.



¹⁾ "Rumis" means 'stones' in Quechua, the ancient language of the Inca which is still spoken in the Andes.

Rules for placing the stones:

- No part of any stone may protrude over the edge of the building scenario or above the height indicated on the board. (see details below).
- Players are not allowed to leave gaps underneath stones.
- If at any point in time a player cannot place a stone then they are not allowed to play any further stones in the game.

The end of the game

The game ends if no players can place any further stone.

Players get a point for each face of their colour visible from above and then deduct from the total the number of whole stones of their colour they have not played.

Winner is ...

... the player who has the most points at the end of the game.

(The example on the first page shows a draw between Violet and Orange).

Building Limitations

There are restrictions to the size and height of the building according to the building scenario and number of people playing. This information is displayed in the table in the upper left corner of the building scenario boards. The information corresponding to 3 to 6 players is only relevant if RUMIS+ is used as an extension to the RUMIS game.

COLCA, PUNCU and APACHITA

For these building scenarios the height of the building is only dependant of the number of players. The height units correspond to the squares on the game board.

The red line indicates the area used with fewer players. For example, in a game with 2 or 3 players using COLCA stones can only be placed within the red line.



The diagram shows a rectangular board labeled 'COLCA'. The top row is a solid orange bar. Below it are two rows of five squares each. The bottom row contains numbers: 4, 6, 4, 5, 6. A red line is drawn under the first square (4). To the right of the board, two arrows point to the board: the top one points to the top row and is labeled 'Number of players', and the bottom one points to the bottom row and is labeled 'Maximum height'.

Example: If COLCA is played with two players then the maximum building height is $H_{max} = 4$ which equals the length of the longest stone.

CHAKA, HUACA and INCAHUASI

For these building scenarios the maximum building height per row is shown with numbers on the building scenario. Same colours on the game board indicate the same maximum height.

Depending on the number of players the height limitation H_{max} in the table can also limit the maximum allowable building height.



The diagram shows a rectangular board labeled 'HUACA'. The top row is a solid orange bar. Below it are two rows of five squares each. The bottom row contains numbers: 4, 3, 5, 3, 5. A red line is drawn under the first square (4). A blue line is drawn under the second square (3). An arrow points to the blue line.

For example if HUACA is played with 3 players then stones can be placed only within the blue line.

In this area the maximum height is limited to $H_{max} = 3$.

RUMIS+ Special Rule for 5 and 6 Players

- To avoid the starting player being eliminated prematurely, the other players must place their first stones touching only by the edges not faces.
- RUMIS+ can also be played in the 'inverse' mode. This means that no stone is allowed to touch the face of another stone of the same colour.

RUMIS+ Special Rule for 2 Players

On the game boards COLCA, PUNCU or APACHITA RUMIS+ is played according to the standard rules. As soon as no player can place any further stone within the red line, then the score is counted in the usual manner (visible faces minus stones not used). This is the intermediate score.

All unused stones are then put aside and the player who has placed the last stone has to take any stone off the building and place it on the other side of the projection of the building. These additional rules apply:

Removal of stones

- Only stones within the red line are to be used.
- Stones can only be removed in the inverse sense of the RUMIS rules, i.e. no holes underneath any stone may be created by removing a stone.
- Stones must be removed as long as possible. The other player may point out possibilities.
- If a player cannot remove any more stones then the game is finished for that player. He or she may not remove any more stones at a later stage. The other player continues playing until no further stones can be removed or placed on the other side.