

AZUMA™

THE GAME OF RECKLESS ABANDON

For 3 to 6 players / Ages 8 to adult

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OBJECT

To be the player with the highest score at the end of three rounds of play. Here's how: Select and pass a card from your hand to the player on your left while you pick up a card passed to you by the player on your right. When you've collected a winning hand, **GRAB!** for the AZUMA™ stick of the color you need to score.

EQUIPMENT

AZUMA™ game board • 5 Scoring sticks • 48 Cards: 4 in each of 10 "suits," 3 "Bomb" cards, 2 "The Deal" and 3 "The Score" cards • Score card • Marker • Labels

ASSEMBLY

- You will need a damp tissue or paper towel for cleaning off the score card.
- Peel and affix a color label to each of the 5 AZUMA sticks. You will have two yellows, two blues, and one hot pink.

SETUP

- The number of sticks and cards you use depends on the number of players. Always select at least one stick of each color; in a 3-player game, use only 2 different colors.
- Put The Deal and The Score cards on the table for reference during the game.
- Pick a scorekeeper.
- Pick a dealer for the first round. This dealer sets up the deck and deals the cards. He/she also positions the board, deciding where to place the different sticks on the marked positions (the globes). The dealer may place sticks to his/her own advantage—and the opponents' disadvantage. **Note:** The deal passes to the left after each round is scored.

- The dealer sets up the game, as follows.
- 6 players:** Use 5 sticks. Use the entire deck.
- 5 players:** Use 4 sticks. Set aside 1 suit* for the entire game.
- 4 players:** Use 3 sticks. Set aside 2 suits* for the entire game.
- 3 players:** Use 1 yellow and 1 pink stick. Set aside 4 suits* for the entire game. Use the first 2 color columns on the score card; ignore the third column.

SCORING A HAND

- In a round of play, you want to get 1 of each color stick, so you can score 3 times in a round, once for each color. Mark the score card accordingly (see sample on back page).
- The first grabber is the only player who *must* have a winning hand and scores as described below.
 - The first grabber and any other player with a **4+3 winning hand** and a stick of a color he/she needs each earn **2 points**.
 - The first grabber or any other player with all **3 Bomb cards** and a stick of a color he/she needs earns **3 points**.
 - Other grabbers score **1 point** by grabbing a stick of a color they need.
 - You may not score the same color twice in the same round. If you grab a color you already scored that round, you get **no additional points**.
 - **Note:** If two people grab the same stick, the player whose hand is over the AZUMA logo gets possession.
 - After scoring each hand, the deal passes to the left.

Getting Stuck with Fewer than 3 Bombs

- You must have all 3 Bombs to score them. If you are caught with 1 or 2, you score **no points and leave the column blank**, even if you grabbed a color you need; you may try to score this color later this round. If you grabbed a color you had already scored this hand, leave the score as is; you do not lose the points.

Penalties

- **No winning hand:** If you grabbed first but cannot produce a winning hand, you may not score the color you grabbed now or later this round. Put a “**0**” or large “**X**” through that color column; if there is already a number there, put the “**X**” in any 1 of your open columns for that round. The other players who grabbed sticks score normally.
- **Fake:** If you “faked” and started to grab but did not take a stick, put a “**0**” or large “**X**” through any open column for that round; you may not score in that column this round. The other players who grabbed sticks score normally.

End of a Round

The round ends when one player has scored in each color column. Tally each player’s score for the first round and put it in the Round 1 Score column. After each round, add up the scores for Round 1&2, then Round 1&2&3. Play 3 rounds.

- * Do NOT set aside the 3 Bomb cards.
- The dealer deals 7 cards to each player and puts the leftovers on the board, out of play for this hand. Do NOT reveal the cards that are out of play. If a card is revealed during the deal, put it back into the deck and cut the deck.

IMPORTANT NOTES ABOUT “LEFTOVER” CARDS

- Because the deal does not come out even, there will always be at least 1 or as many as 7 cards that are out of play for the hand—and you will not know which ones they are. No amount of passing and waiting will let you complete the suit if the card you need is out of play!
- At the end of a hand, the new dealer adds the “leftover” cards back into the deck, shuffles and deals as described above.

GAME PLAY

- All players signal they are ready by selecting and placing 1 card face down in front of them and waiting for the dealer to call out “**AZUMA!**”
- When the dealer calls, “AZUMA,” all players simultaneously slide their selected cards face down to the left, and simultaneously pick up the card coming at them from the right. **Important:** Do NOT pass until you hear “AZUMA,” and always pass *before* you pick up.
- “AZUMA!” Slide again. “AZUMA!” And again. “AZUMA!” And again. The dealer sets the pace—the faster, the better!
- If at any time you realize you don’t have 7 cards in your hand, tell the dealer to wait while you find out who has too many or too few. The player with 8 cards gives *the card he/she just picked up* to the person who has only 6 cards.

What is a winning hand?

4 of one kind + 3 of another kind (i.e., 4 telephones + 3 guitars) or 3 bomb cards + any 4 other cards (the 4 need not match)

What to do when you’ve collected a winning hand...

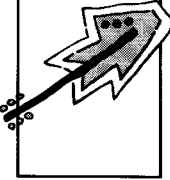
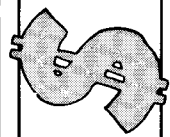
- GRAB A STICK! (Be quick and quiet... see how long it takes everybody else to react.) Now, everybody else grabs a stick! (Only one to a player.) You’re each trying to collect the color stick you need for a complete score. Obviously, one of the players will always be left stick-less. **Hint:** Always grab for a stick. You may not need the color you grab, but if you grab it, your opponents can’t score it!

WINNING

After 3 rounds, the player with the highest Grand Total score wins. In case of a tie, play a...

Tie-breaker Round: All players continue to play, and play as many rounds as necessary. Normal rules and scoring apply, except you total your score after each hand and disregard the color of the sticks you grab. The first player to achieve a score higher than any other player's at the end of a hand, wins.

| PLAYERS | ROUND 1 | | ROUND 2 | | ROUND 3 | | TIE BREAKER | GRAND TOTAL | | | | |
|---------|---------|-------|---------|-------|---------|-------|----------------|----------------|----|----|---|----|
| | SCORE | SCORE | SCORE | SCORE | SCORE | SCORE | | | | | | |
| Marie | 3 | 3 | 1 | 3 | 7 | 3 | 10 | 2 | 12 | | | |
| Gail | 1 | 1 | 2 | 0 | 4 | 2 | 1 | 7 | 1 | 8 | | |
| Jack | 2 | 3 | 5 | 1 | 3 | 1 | 10 | 10 | 10 | 10 | | |
| Tracy | 2 | 1 | 4 | 2 | 0 | 6 | 0 | 2 | 2 | 10 | 1 | 11 |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |

 **AZUMA** 

NOTES ABOUT THE MARKER

- The marker we have supplied can stain clothes if they come in contact with it, so do not accidentally wipe your arm across the score card, or use your shirttail to clean off the card! To prevent its drying out, do not leave the marker with the cap off.
- You may replace your marker with a crayon or any dry- or damp-wipe marker.



We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

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AZUMA™
game

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