

MYSTERY RUMMY

Case No. 3: Jekyll and Hyde

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Welcome to the world of Mystery Rummy games. This is the third game in the series. Be sure to look for Case No. 1: Jack the Ripper and Case No. 2: Murders in the Rue Morgue where games are sold. Mystery Rummy is a whole new game concept, which combines classic mystery with a strategic card game based on the traditional elements of Rummy.

Number of Players: 2 • Ages: 10 to Adult

Playing Time: Approximately 30 minutes per game

*To begin the game, turn over to see
QUICK RULES, SCORING, & STRATEGY.*

About the Case

In the 1886 classic, *The Strange Case of Dr. Jekyll and Mr. Hyde*, author Robert Louis Stevenson weaves a mysterious tale of good versus evil and the dual nature of man. The story is one of science gone afoul of convention, and the consequences thereafter. The split personality of the respectable Dr. Jekyll and the sinister Mr. Hyde is so well-known, that it has awed readers and non-readers alike for more than a century. Murder, intrigue, and suspense swirl about a melange of characters.

About the Game

In this game, you enter the strange world of Dr. Jekyll and Mr. Hyde. Your goal is to score 100 or more points to end the game. Points are scored by playing melds of Evidence cards, playing Evidence cards on other melds, and playing Gavel cards that have points. If Dr. Jekyll is face up on the Dual Identity Card at the end of the game, all your J cards double in value; and if Mr. Hyde is face up, all your H cards double in value.

Summary of Play

There are two basic types of cards in the game: Evidence cards and Gavel cards. The play of the game is based on the Rummy card game, with players scoring points by making melds (3 or more of a kind — no runs, only groups) of Evidence cards of the same color. The Gavel cards, which do not meld, add a strategic element to the game not found in traditional Rummy. There are instructions on each card that remind you how to use them. Be sure to refer to the Glossary for more details.

What is a shut-out?

The most challenging way to score is to shut out your opponent. When a player goes out, and every card in his play area has the letter matching the side of the Dual Identity Card which is facing up, then there is a shut-out. In this way, the player has "become" Jekyll or Hyde. The player who shut out his opponent scores normally, and his opponent gets no points at all.

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OBJECT OF THE GAME

Your goal is to score 100 or more points to end the game. Points are scored by playing melds of Evidence cards, playing Evidence cards on other melds, and playing Gavel cards that have point values.

GETTING STARTED

1. Choose a dealer. The dealer removes the 2-sided Dual Identity Card from the deck and places it in the middle of the table with Dr. Jekyll face up. He then shuffles the deck and allows the other player to cut the deck.
2. Ten cards are dealt one at a time, face down, to each player. (It is helpful to sort your hand by color.) The remainder of the deck is placed **face down** to the right of the Dual Identity Card. This face-down pile forms the **draw pile** and is called the **Case File**.
3. Turn over the top card from the Case File and place it **face up** to the right of the Case File. This forms the **discard pile**, which is called **London**. Only the top card should be visible in the discard pile. Players are not allowed to look through London (discard pile) unless a card they are playing instructs them to do so.

THE TURN

Play proceeds starting with the player who did not deal. Each player completes the following sequence of steps:

1. **DRAW ONE CARD (Mandatory)**
2. **PLAY CARDS (Optional)** — You may play as many Evidence cards as you wish, but only one Gavel card per turn. You may play your cards in any order. Even if you don't play any cards from your hand, you must still draw and discard.
3. **DISCARD ONE CARD (Mandatory)** — On each turn (including going out) you must discard one card face up in London (discard pile).

The Draw

You must draw one card from the top of the Case File (draw pile) or take the top card from London (discard pile). Add this card to your hand.

Playing Evidence Cards

These are the cards with a magnifying glass in the upper left hand corner of the card. Evidence cards can be played in melds. A meld is 3 or more Evidence cards of the same color. If you have a complete meld in your hand you can play it on the table in front of you as long as the letters in the upper left of the cards in the meld match the side of the Dual Identity Card that is face up. If Dr. Jekyll is face up, you can play a meld with "J" or "J/H" in the upper left of the cards. If Mr. Hyde is face up, you can play a meld with "H" or "J/H" in the upper left of the cards. You can not play a meld unless the cards match the current side of the Dual Identity Card.

You can also play Evidence cards by themselves if they go with a meld that is already on the table. This is called a lay-off. For instance, if another player has a Dr. Jekyll's Will meld, you can play a Dr. Jekyll's Will card in front of you. You can also lay-off on your own melds by simply adding your single card to the matching meld in your play area. You can always play any Evidence card(s) as lay-offs no matter what side of the Dual Identity Card is face up.

When laying off a card against an opponent's meld(s), the card will count as the letter printed on the card itself (matching the letter printed on the corresponding meld), **EVEN IF THE MELD HAS BEEN TRANSFORMED** from J to H or from H to J. For example: If you lay off a card against an opponent's Hyde Awakes meld, your lay-off card will always count as an H card, even if the original meld changes to a J meld with the Transformation card. The Transformation card will only change the cards it actually rests upon.

Playing Gavel Cards



You may only play one Gavel card per turn. Look for the gavel in the upper left corner of the card. There are 3 different types of Gavel cards in the game (Potion, Work In Lab, and Transformation).

Discard

After you have played all the cards you want to, you must discard one card face up to the top of London (discard pile), even if you are going out. You may discard any card. The top card is the only card that should be visible in the discard pile. Players are not allowed to look through the discard pile unless a card they are playing instructs them to do so. After discarding, it is the next player's turn.

SCORING

Play continues until a player ends the hand by discarding his or her last card. If the last card of the Case File is drawn, immediately shuffle the discard pile and turn it upside down to form a new Case File. If the last card of the Case File is drawn on the second trip through the deck, then the hand is over. Neither player scores any points at all.

Players should keep track of points throughout the hand, however, points are not totaled until one player goes out (runs out of cards). Keep in mind that the player who goes out first does not get any additional points for doing so, and may not necessarily win the hand. To score the hand, first you must determine whether or not there is a shut-out.

Scoring a shut-out

If a player goes out, and every card in his or her play area has the letter matching the side of the Dual Identity Card which is currently facing up, then that player has achieved a shut-out. The player who went out scores normally, and his or her opponent gets no points. (If you are attempting a shut-out, try to collect melds and lay-off cards that are all Jekyll, all Hyde, or J/H.)

Normal Scoring (step-by-step)

1. Each player scores points in his/her play area. If a card has the letter matching the side of the Dual Identity Card which is showing, those points are doubled — unless the text on the cards specifically notes that they do not double.
2. If you are not the person who went out, subtract point values of all cards left in your hand, and deduct the point value from your score in step 1 (above). **If you were shut-out by your opponent, you score 0 points — no matter what was in your hand or on the table.**
3. Total all scores for the hand. Continue playing until one player has scored 100 or more points. The player with the highest score wins. If there is a tie, you must play another hand. It usually takes 3 to 5 hands to complete a game.

TRANSFORMATION CARD STRATEGY

The Transformation card is a powerful Gavel card which allows a player to "transform" any Jekyll meld or lay-off to a Hyde meld or lay-off (or vice versa). Simply play the Transformation card by placing it on top of the card(s) you wish to change. J's become H's, and H's become J's.

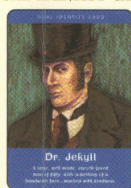
You are allowed to play the Transformation card on a single lay-off card that has been played **AGAINST** yours or an opponent's meld — but remember that in this case, **only** the lay-off card itself will be changed from J to H or from H to J, **not** the original meld. This is because the Transformation card cannot be in two places at once; it will only change the card(s) on which it rests.

If you play a lay-off card on your own meld, add the lay-off card to the group of matching cards in your play area. If the Transformation card is later played on that meld, all cards in the meld (including those lay-offs **ALREADY** on the table) are "transformed." Lay-off cards added to a meld **AFTER** the Transformation card has been played on top of the meld, will not be affected by the earlier transformation). This, again, is because the Transformation card will only change the card(s) on which it actually rests. You are not allowed to play lay-off cards **UNDER** the Transformation card.

It is typically a good idea to play the Transformation card late in the game. This strategy allows the player holding the card is able to determine whether or not the card will help him or her obtain a shut-out, or stop an opponent from doing the same. However, if you are still holding the unplayed Transformation card when the hand ends, 5 points must be deducted from your score.

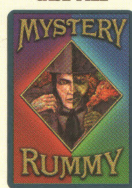
GAME SET-UP

DUAL IDENTITY CARD



To start the game Dr. Jekyll faces up

CASE FILE



Draw Pile FACE DOWN

LONDON



Discard Pile TOP CARD FROM THE CASE FILE FACES UP (Throughout game only top card shows.)

CARD OVERVIEW & GLOSSARY

The following is an **OVERVIEW** of the cards:

1. A magnifying glass in the upper left corner indicates an Evidence card. Evidence cards also feature a solid color bar along the left side of the card.
2. A gavel and a circle in the upper left corner indicates a Gavel card. **You may only play one Gavel card per turn.**
3. The point value is shown in the upper-right corner.
4. The name of the card is listed directly under the illustration.
5. The letter under the gavel or magnifying glass on the upper left indicates whether the card is Jekyll (J), Hyde (H) or both (J/H).
6. The instructional game text (in beige box) will prompt you how to use each card. Refer to the Glossary for more details.
7. Italic text (white lettering on black background) provides information on the story. It has no significance in game play.
8. J/H Evidence cards (Dr. Lanyon's Story and Robert Louis Stevenson) count as J or H for shut-out and scoring purposes. These cards never double in value.
9. J/H Gavel cards (Potion, Work in Lab, and Transformation) must be played individually. These cards do not meld.
10. Gavel Cards with no point value (Potion) should be played in the Discard Pile. Gavel Cards with point value (Work in Lab and Transformation) should be played in your own or your opponent's play area.

The following **GLOSSARY** explains how all of the cards are played.

Case File — This is the draw pile. When you draw the last card from the Case File the first time, immediately shuffle the discard pile (London) to form a new Case File. After the second time, the player finishes his turn and then the hand is over. Neither player scores any points at all.

Discard Pile — See London.

Draw Pile — See Case File.

Evidence Cards — These cards have a magnifying glass in the upper left corner of the card. You may play as many Evidence cards as you want during your turn as long as you play them in melds of three or more, or lay them off on a meld already in play. All Evidence cards you play go in front of you, even when played on other players' melds.

Examine Case File — Turn over the top 3 cards in the Case File (draw deck) and spread them out in front of you. You must take one that matches whichever side is showing face up on the Dual Identity Card. If none of the three match, you do not take any card. All are placed on the discard pile.

Gavel Cards — These cards have a gavel and a circle in the upper left corner. **Only one of these cards can be played per turn.**

London — This is the discard pile. The only card that should be visible is the top card. Players cannot look through the discard pile unless playing a card which allows them to do so.

Meld — A group of three or more Evidence cards of the same color.

Search London — Pick up London (discard pile) and look through it without showing it to the other players. You must choose one card that matches who is showing on the Dual Identity Card and show that card to all players. Put that card in your hand. Keep in mind that if you select a Gavel Card, you will not be able to play it this turn because you have already played your Gavel Card (Work in Lab) to search London.

Listing of the 62 Cards

Evidence Cards

CAREW MURDER CASE (5)

MR. UTTERSON (5)

HYDE AWAKES (5)

HYDE'S HIDEAWAY (5)

MR. ENFIELD'S STORY (5)

DR. LANYON'S STORY (5)

POOLE THE BUTLER (5)

DR. JEKYLL'S WILL (5)

DR. JEKYLL'S THEORY (5)



DUAL IDENTITY CARD (1) — This two-sided card is always in the play area. It determines which melds can be played. Always begin the game with the Dr. Jekyll side showing. While the Dr. Jekyll side is face up, only Jekyll melds can be played. While the Mr. Hyde side is face up, only Hyde melds can be played.



ROBERT LOUIS STEVENSON (4) — This is a special Evidence card that has both J and H on it. These cards count for J or H for shut-out purposes, but they never double. There are only 4 of these cards in the deck and they are worth 3 points each.



TRANSFORMATION (1) — You must play this Gavel card on top of a meld or lay-off card(s) belonging to either you or your opponent. It "changes" the letter on the card(s) from J to H or H to J. The Transformation card does not affect J/H cards or any future lay-off cards for the meld it is played upon. Playing this card does not flip the Dual Identity Card.



WORK IN LAB (6) — This is a Gavel card you play in front of you. It scores 1 point at the end of the hand. When you play it you must either search the top 3 cards of the Case File (draw deck) or Search London (the entire discard pile) for 1 card matching whichever side of the Dual Identity card is face up. **You must take 1 card**, if there is one that matches the Dual Identity Card, even if you don't want or need any of them. You may choose to take any J/H card available in London or from the top 3 cards turned over from the Case File. Cards not taken are placed in the discard pile. If there is no card that matches the side of the Dual Identity Card that is facing up, all of the cards are returned to the discard pile, and you proceed with your turn. You may **not** examine the Case File and search London. You can do one or the other **only**. Keep in mind that if you select a Gavel Card, you will not be able to play it this turn because you have already played your Gavel card (Work in Lab) to search.



THE POTION (5) — This is a Gavel card which does not meld. You play it into London (the discard pile) in order to turn the Dual Identity Card over. Then you must draw the top two cards of the Case File (draw deck) into your hand. If the potion card is used as a discard to end your turn, you are not allowed to perform the actions on the card.

You are the first player. You look at your hand of 10 cards and group them by color. See Figure A to the right.

You have 2 Evidence cards called **Dr. Jekyll's Theory** and 3 Evidence cards called **Mr. Enfield's Story**. You decide to pick up the top card from the Case File (draw deck) because the top card of London (the discard pile) is a **Hyde Awakes** Evidence card.

Since you have no **Hyde Awakes** Evidence cards in your hand, the top card of the Case File may be more helpful. You draw a **Dr. Jekyll's Theory** Evidence card. You now have two complete melds in your hand.

Since Dr. Jekyll is showing face-up on the **Dual Identity Card**, you play the **Dr. Jekyll's Theory** meld in front of you. You now play a **Potion Gavel** card from your hand (the **Potion** changes Jekyll to Hyde), flip the **Dual Identity Card** to Mr. Hyde, and draw two cards from the top of the Case File.

Since Mr. Hyde is now showing on the **Dual Identity Card**, you play your **Mr. Enfield's Story** meld in front of you.

Finally, you decide to discard any card in your hand for which you have no match, and you place it in London (discard pile). You decide to discard the Mr. Utterson card.

At this point, your hand looks like Figure B above. The play area now looks like Figure C below.

It is now your opponent's turn.

Figure A — Before Play



Figure B — After Play



Figure C — On the Table

DUAL IDENTITY CARD

CASE FILE

LONDON



YOUR PLAY AREA

SAMPLE SCORING

PLAYER A: ON THE TABLE

4 Robert Louis Stevenson cards
(Value never doubles)



Scores
12
points

3 Mr. Utterson cards
(Value doubles because
Jekyll card is up)



Scores
12
points

3 Poole the Butler cards
(Value doubles because
Jekyll card is up)



Scores
12
points

Scores
6
points



3 Dr. Jekyll's Theory
cards
(Value does not double
because now it is a
Hyde meld and Jekyll
card is up)

with the
Transformation card
(changes this Jekyll meld
into a Hyde meld)

0
points

DUAL IDENTITY
CARD



Games ends
with
Dr. Jekyll
face-up

PLAYER B: IN HAND

1 Potion card



0
points

1 Mr. Enfield's Story card



Scores
-2
points

2 points must
be DEDUCTED
from final score

PLAYER B: ON THE TABLE

Scores
1
point



1 Work in Lab card
(Value never doubles)

3 Hyde's Hideaway
cards
(Does not double
because it is a Hyde
meld and Jekyll
card is up)



Scores
6
points

3 Hyde Awakes cards
(Does not double because
it is a Hyde meld and
Jekyll card is up)



Scores
6
points

4 Dr. Lanyon's
Story cards
(Value never
doubles)



Scores
8
points

1 Poole the Butler card
LAY-OFF
(Value doubles because
Jekyll card is up)



Scores
4
points

1 Hyde Awakes card
LAY-OFF
(Does not double
because it is a Hyde card
and Jekyll card is up)

Scores
2
points

PLAYER A GOES OUT FIRST. SCORING TAKES PLACE AS FOLLOWS:

IN HAND:

There are no cards in hand to count against score since Player A's last discard ended the game.

ON THE TABLE:

4-Robert Louis Stevenson cards (a J/H meld; each card is worth 3 points; J/H cards never double in value) - scores 12 points

3-Mr. Utterson cards (a J meld; each card is worth 2 points) - scores 12 points

3-Poole the Butler cards (a J meld; J cards double in value because Dr. Jekyll faces up at the end of the game) - scores 12 points

3-Dr. Jekyll's Theory cards (a J meld; each card is worth 2 points; these cards will not double in value because this J meld has been changed to an H meld) - scores 6 points

*It is important to note that Player B has placed the Transformation card on this meld, which changes it from a J meld to an H meld. The meld is still worth 6 points. However, without the Transformation card in play, Player A would have achieved a shut-out (all melds were J or J/H, and the Dr. Jekyll side of the Dual Identity Card is facing up at the end of the game). Good strategy for Player B, otherwise he or she would have ended the hand with no points at all.

PLAYER A SCORES 42 POINTS FOR THIS HAND.

PLAYER B HAS 2 CARDS IN HAND WHEN THE GAME ENDS. SCORING TAKES PLACE AS FOLLOWS:

IN HAND:

1-Potion card - (since this J/H card has a 0 point value, it does not count against Player B's score).

1-Mr. Enfield's Story card - (this card is worth 2 points, which must be deducted from Player B's final score).

ON THE TABLE:

1-Work in Lab card (always played in your own play area; J/H cards never double in value) - scores 1 point

3-Hyde's Hideaway cards (an H meld; each card is worth 2 points) - scores 6 points

1-Poole the Butler card (a J lay-off card worth 2 points; J cards double in value because Dr. Jekyll is face up at the end of the game) - scores 4 points

3-Hyde Awakes cards (an H meld; each card is worth 2 points) - scores 6 points

1-Hyde Awakes card (an H lay-off card worth 2 points) - scores 2 points

4-Dr. Lanyon's Story cards (a J/H meld; each card is worth 2 points; J/H cards never double in value) - scores 8 points

*Player B has 27 points on the table, but must now DEDUCT 2 points for the Mr. Enfield's Story card in hand when the game ended.

PLAYER B SCORES 25 POINTS FOR THIS HAND.

PLAYER A WINS THIS HAND! GAME ENDS WHEN ONE PLAYER REACHES 100 POINTS.

(Keep in mind that the player who goes out first does not get any additional points for doing so, and may not always win the hand.)