

Rumis Rules Summary *(v1)*

Setup:

- Each player chooses a color and takes all of those stones.
- Place the turntable on the table.
- Choose a game board and place it on the turntable.
- Choose who will be the first player.

Restrictions on placing pieces on the game board:

- No part of a piece may extend outside of the game board.
- All pieces placed must have the game board or another piece under all of its stones (cannot "hang" over an empty space).
- Some game boards have building height restrictions for each square. Cannot build higher than that restriction.
- Game boards have an overall building height restriction based on the number of players (may reduce the previous restriction on some squares).

Game Play:

- Round One
 - First player places one piece anywhere on the game board.
 - Clockwise, other players place one piece adjacent to any other piece.
- Round Two through Game End
 - Clockwise, each player must place one piece adjacent on at least one side to one of their previously placed pieces.
 - A player may not "pass" if they have a valid move.
 - Once a player is unable to place a piece, they may not place any further pieces on the structure for the rest of the game.

End Game Scoring:

- The game ends when all players have been unable to play a piece on their turns (can be in different rounds of the game).
- Each player scores 1 point for each square of their color that is visible from above.
- Each player deducts 1 point for each unplayed piece.
- The player with the most points wins.

Two Player Variation:

- To make the game more exciting for two players, each player can control two different colors and on their turn alternate which color they place. Each player tallies their score for both of their colors, then their final score is the highest of the two scores.

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