

# RUMBLE PIE!

## GAME INSTRUCTIONS

### CONTENTS:

6 Rumble Pie™ Battle Boards  
 6 Rumble Pie™ card decks  
 Game instructions

### Contents of each deck (45 cards):

- 2 - Shorty Chef cards
- 2 - Sylvie Chef cards
- 2 - Pierre Chef cards
- 7 - One cards
- 9 - Two cards
- 9 - Three cards
- 7 - Four cards
- 4 - KaPow! cards
- 3 - Block cards

### OBJECT OF THE GAME

Be the first team to score 25 points

### NUMBER OF PLAYERS

2-6 players (one deck of cards and one Battle Board for each player)

To add 2 more players to your game, look for the Rumble Pie™ Expansion Pack, available in stores.

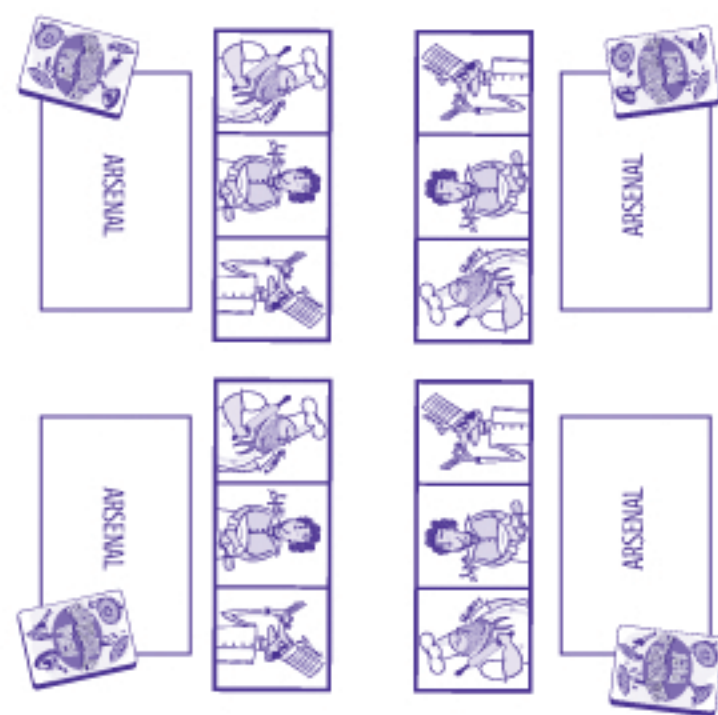
### NUMBER OF TEAMS

2 or 3 teams consisting of 1, 2 or 3 players per team

If one team has an extra player, each player on that team will play with only 3 KaPow! cards. (Remove 1 KaPow! card from each player's deck.)

### GAME SETUP

Determine teams and choose seating. If possible, seat opposing teams across from each other. Have each player select and shuffle a deck of cards and place a Battle Board in front of them toward the center of the playing area. Battle Boards should be easily accessible, and players should leave enough space in front of them to create their Arsenal. (During game play, cards are played from the Arsenal.)



TEAM A

TEAM B

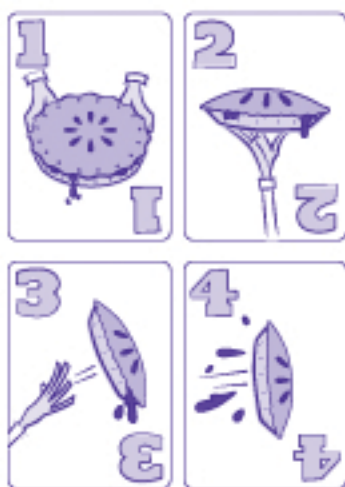
*Game setup for 4 player match with two teams.*

## PLAYING THE GAME

Rumble Pie™ is a fast-paced, all-play game where teams earn points for landing pies on opponents' Battle Boards. Each player has a Battle Board and a deck of cards. Each Battle Board contains the faces of three different chefs — Shorty, Sylvie and Pierre. Teams play offense by attacking their opponents' Battle Boards while, at the same time, defending their own.



**Chef cards:** play to begin offense



**Pie cards:** play in sequence, forward (offense) or back (defense)



**KaPow! card:** Play on a Four card to earn a point



**Block card:** Play on a Two, Three or Four to reset the pile to One.

## OFFENSE: 1, 2, 3, 4 ... KAPOW!

Offense begins by matching a Chef card on the corresponding face of an opponent's Battle Board, followed by a One, Two, Three and Four card in consecutive order, and capped by a KaPow! card to land a pie and score 1 point. Players call "KaPow!" when they play that card to let others know a point has been scored.

When a KaPow! card is played and a point is scored, the scoring team must clear that entire card pile and place it to the side for tallying after the round is over. Game play continues while a KaPow! pile is being cleared. Once the space has been cleared, a new pile can be created, starting with a matched Chef card.

Sounds easy, but you have to be quick because while you're trying to move forward, your opponents will be trying to set you back. Which bring us to...

## DEFENSE: 4, 3, 2, 1 ...

Unlike most games where movement heads in one direction, Rumble Pie™ lets you use the same number cards for both offense and defense. Defense can occur two ways:

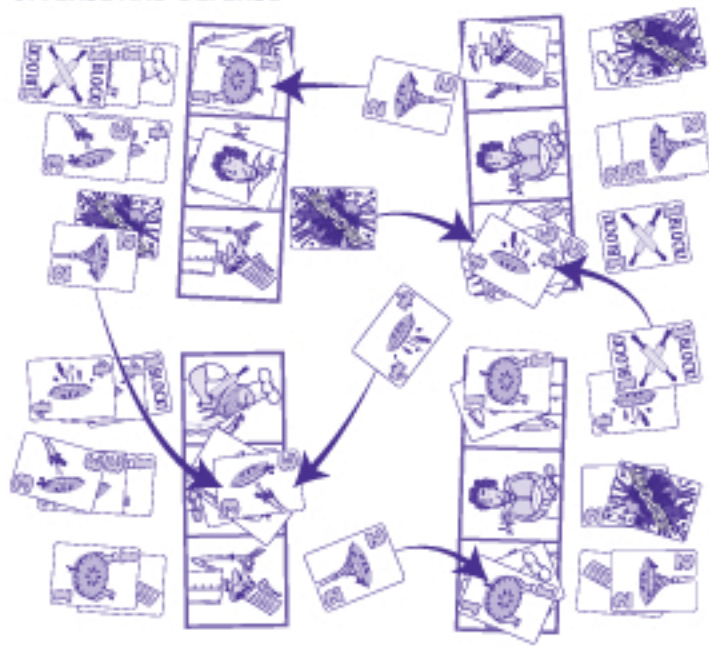
1. By playing cards down in reverse consecutive order (a Three card on a Four card, Two card on a Three card or One card on a Two card). When a team defends by playing cards down, their opponents must play the pile back up to a Four, in consecutive order, before playing a KaPow! card and scoring a point.
2. By using a Block card which instantly resets the pile to a One. A Block card can be played on a Two, Three or Four card. When a team defends by playing a Block card, their opponents can begin playing the pile forward, with a Two card being the first card played onto a Block card.

Any player can play offense or defense on any Battle Board; be ready to provide defensive support to your teammates.

*Note: A Chef card cannot be used to play down a One card. Chef cards are used only to start a pile.*



## OFFENSE AND DEFENSE



## BEGINNING A ROUND

There are no turns in Rumble Pie™; it's all-play action. Play begins when a designated player shouts "Go!" Players on each team then immediately start assembling their Arsenal by drawing cards from the top of the shuffled deck, in order, and placing them in not more than 3 columns with 3 stacked cards each, face-up, in front of them. Players can begin playing on Battle Boards at any time; how many cards they place in the Arsenal before going on the offensive is a matter of strategy.

## MANAGING THE ARSENAL DURING GAME PLAY

Cards are played from the Arsenals onto the Battle Boards. Each player manages their own Arsenal and can only add/remove cards to/from their own Arsenal. You will be rapidly playing cards from your Arsenal so it will need to be restocked throughout the game. How frequently and fully you restock is a strategic choice left up to you. You restock your Arsenal by drawing cards from the top of your remaining deck which is kept face down. Newly drawn cards are placed at the bottom of any one of the three columns.

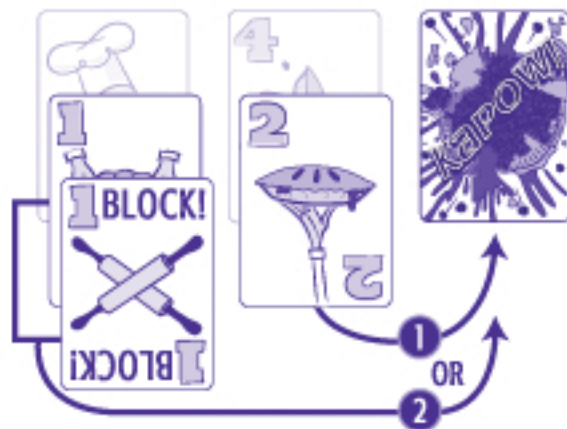
Only the bottom card in each column can be played from the Arsenal. When the bottom card is played, the next (middle) card can be played, followed by the third and final card.

Cards may be moved from one column in the Arsenal to another, in order to access a desired card. However, only the bottom card, or the bottom and middle cards together, may be moved to a different column. The sequence of the moved cards cannot be changed, and the Arsenal cannot exceed 3 columns of 3 stacked

cards. You can only turn cards from your deck if you have 8 or fewer cards in the Arsenal. (If your Arsenal is full with 9 cards, you must play from the Arsenal before turning over the next card on the deck.) Players may choose to play offense, as well as defense, on their own Battle Board in order to free up cards stuck in their Arsenal.

*Hint: During game play, players should avoid restocking the Arsenal to the maximum of 9 cards, as this may reduce flexibility or cause a temporary slowdown in play action.*

## MOVING ARSENAL CARDS TO DIFFERENT COLUMNS



## ENDING A ROUND

The round ends when one player has played all the cards from their deck into the Arsenal and calls "Out!" It is not necessary for all cards in the Arsenal to be played before a player ends the round, but there can be no cards remaining in the deck. A player may keep playing when their deck is emptied, but two bonus points will be awarded to the first person who calls "Out!"

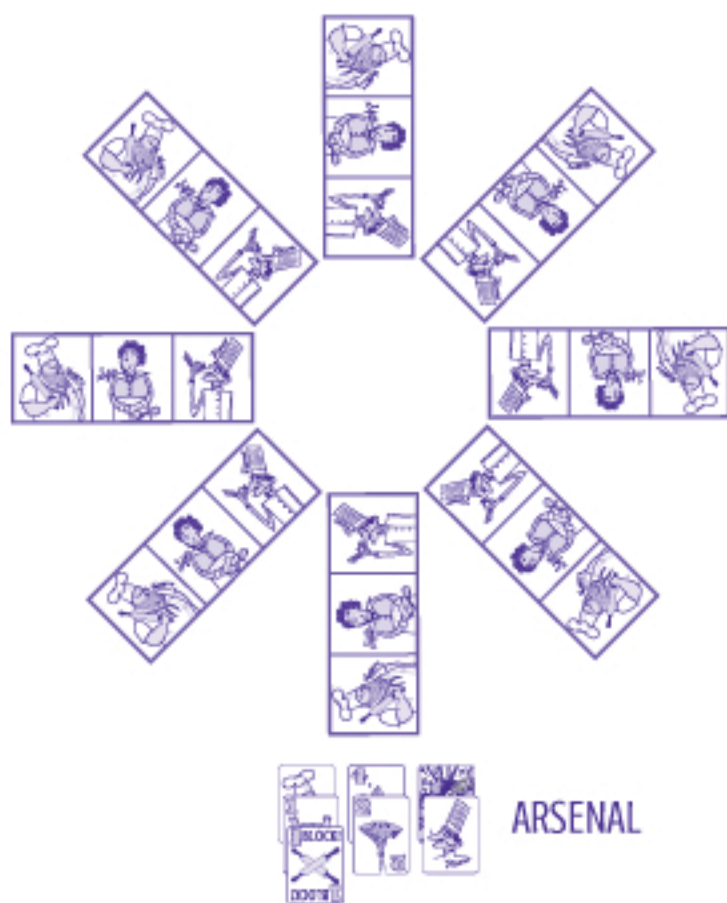
When the round has ended, teams will tally one point for each KaPow! card played plus two bonus points for the team who ended the round. The decks are then re-sorted by color, reshuffled, and a new round begins. The first team to score 25 points wins the game.

## ADDITIONAL RULES, REMINDERS AND TIPS

1. Players may only play one card at a time.
2. No two-handed play; lay down the first card then use the same hand to pick up and place the next card.
3. If a playable card is drawn from the deck, it can be played without being placed in the Arsenal.
4. There cannot be two KaPow! piles on the same spot of a Battle Board. A KaPow! pile must be cleared by the scoring team before a new pile can be started on that spot.
5. Players cannot play a KaPow! card on themselves or their teammates. If it happens, even by accident, play must be paused while the KaPow! card (only) is removed from the pile and discarded for the round as a penalty. Play is then resumed.
6. Players may choose not to play a card that is playable; it can be a sound strategy.
7. Players may play any card except a KaPow! card on any pile as a way to move cards out of their Arsenal. These cards can be played up or down as long as it's in sequential order. But be careful not to waste cards; you may be limiting your ability to score points or defend your team.
8. Players cannot search through their deck. Keep the deck face down, either in your hand or on the table. Draw from the deck only when there's available space in the Arsenal.
9. Don't forget; a fully loaded Arsenal can limit your flexibility.
10. In the unlikely event that the round freezes for all players, have everyone add an additional (fourth) column of 3 cards for the remainder of the round. Don't confuse a slow-down in play with a freeze; you'll work your way out of it almost every time.
11. A pile is started when a matching Chef card is placed on the corresponding face of an opponent's Battle Board. Then (in consecutive order) it's One, Two, Three, Four and KaPow! — you've landed a pie.
12. Players call "KaPow!" when they play that card to let others know that a point has been scored.
13. A Block card is a defensive card which, when played,

counts as a One card. It may only be played on a Two, Three or Four card to lower the value of a pile. It cannot be played on a KaPow! card.

14. Scoring for close games and tiebreakers: If two or more teams are within reach of the 25 points needed to win the game, the round should proceed, per usual, until the end. The winner will be determined by which team has the most points at the end of the round not by which team reached first 25 during the round. In the event of a tie score of 25 or more, whichever team first called "Out!" wins the tiebreaker.
15. Optional setup: For game play with larger groups or to adjust to a playing surface, Battle Boards can be setup vertically to allow for easier access for all.



### ALTERNATIVE RULE:

For those who don't revel in the chaos of continuous play, this is for you. After each KaPow!, game play stops while the scoring team clears the pile. This time can also be used to straighten piles and take deep breaths. When everyone is ready, play is resumed.