JOMO

RULES

A GAME FOR 2-6 PLAYERS AGED 8 AND UP
BY LUKAS ZACH AND MICHAEL PALM.

GAME FACTORY®

CONTENTS:

70 playing cards
(with the values 00 to 69)

1 score pad

Markers:
- **22 point markers** for keeping the score
- **1 large Joomo marker** for the player who gets rid of all of their cards first

GAME IDEA:

In the language of the Maya there's the beautiful word "Joomo", which essentially means "gap." We've borrowed it from this language that is today rarely used, **as the first two cards played in Joomo have a particularly important function: their values determine the gap (= the number range)—and with it, the cards you can play in a trick.**

AIM OF THE GAME:

tempt to earn as many points as possible. You'll receive points for **each trick** as well as for all ★ you collect during a round.

GAME SETUP:

REQUIRED PLAYING MATERIALS

The playing cards are divided into blocks of ten, each of which has a different color to help you sort them faster.

Depending on the number of players, you'll need the following cards:

Number of players	Cards needed	Colors to leave out
2	00 - 29	green, light blue, dark blue, purple
3	00 - 39	light blue, dark blue, purple
4	00 - 49	dark blue, purple
5	00 - 59	purple
6	00 - 69	none

Return the cards to leave out to the box.

Place the point markers and the Joomo marker at the center of the table so that everyone can reach them. Lay a pen and the score pad ready to record everyone's points.

HOW TO PLAY:

A game of *Joomo* involves several rounds. Play as many rounds as it takes for someone to earn 20 or more points.

Shuffle the cards in each round and deal ten to each player. Set the remaining ten cards aside without looking at them. Decide among yourselves who will be the dealer in the first round.

Several tricks are played each round until at least one player has no cards left in their hand at the end of a trick.

The player to the left of the dealer plays the first card in the trick and places a point marker next to it, as each trick is worth at least one point. Special cards can make a trick more valuable; additional point markers are then added accordingly **(see p. 5 – Special cards)**.

Play then continues in a clockwise direction. The player whose turn it is plays exactly one card for the trick.

Place the second card that is played next to the first one, leaving enough of a gap in between to place all of the other cards played for this trick there in a pile.

The first two cards played in a trick serve as the **range cards**.

The values of all of the other cards in the trick must lie between the values on the two range cards. The only exception to this rule are ∞ **double digits (see p. 5 – Special cards)**.

The player whose turn it is either plays a suitable card in the gap or passes, foregoing their turn until the end of the trick. **Players are also able to pass if they have cards in their hand that they could play.**

If no one else plays a card in the trick after you, take all of the point markers for the trick and place them in front of you where everyone can see them **without playing any more cards**.

You also take the cards belonging to the trick and lay them aside, turned face down.

Example: The 27 and 32 are the range cards. You still have the 28, 30, and 31 in your hand and decide to play the 31 for this trick. If it's your turn again and everyone else has passed, you take the trick and the associated point markers. You cannot play the 28 and 30 for this trick.

The first player to get rid of all of the cards in their hand takes the Joomo marker, which is also worth one point. This heralds the end of the round. All of the others players can still play cards for the trick. Then it's time to calculate the scores **(see p. 6 – End of the round)**.

If no one has claimed the Joomo marker for this round yet, then you play the first range card for the next trick.

SPECIAL CARDS:

THERE ARE THREE TYPES OF SPECIAL CARD:

Double digits (00, 11, 22, 33, 44, 55, 66)

All cards showing a number with two identical digits can be played at any time, even if their value does not lie between the two range cards.

Fives (5, 15, 25, 35, 45, 55, 65)

If a card ending with a 5 is played as the first or second card in a trick, it has no special function. However, if it is played later in the gap between the range cards, it can alternatively be placed ON TOP of one of the two range cards. This reduces the gap of course, as the value on the card must also fit into the gap between the range cards (with the exception of the 55, see the explanation below). Cards already placed in the gap remain in the trick even if they couldn't now normally be played.

Tens (00, 10, 20, 30, 40, 50, 60)

Each multiple of ten played in a trick increases the trick's worth by one point. Immediately place another point marker from the supply pile beside the trick so that its point value is clear.

Beware: If you still have a multiple of ten in your hand at the end of a round, you receive one minus point for each of these cards. You can keep all of the other cards without incurring any minus points—they have no negative effect on your score.

Two special cards have a dual function:

• The **00** is both a ten and a double digit. So it earns you one point and can be played at any time, even if its value doesn't fit in the number range. This card of course also counts as a minus point at the end of the round if you still have it in your hand then!

• The **55** is both a five and a double digit. So it can be played at any time and/or even placed ON TOP of one of the range cards. Making it the only way to increase a gap using a double digit!

Example: The 31 and 46 are the range cards in this round. The 55 can be placed between these, ON TOP of the 31 (to shift the number range to between 46 and 55), or ON TOP of the 46 (to increase the number range from 31 to 55).

END OF THE ROUND:

A round ends as soon as a player has no more cards left in their hand. The trick should still be played to the end though and points awarded for it as usual. Then it's time to calculate the scores.

END OF THE ROUND

Each player should add together the point markers they received in the round. Don't forget the Joomo marker, which is also worth one point.

They should then subtract the number of tens they have left in their hand from this.

The total is then their score for this round. This can also be a negative number.

Add this score to the points from previous rounds and make a note of this total on the score sheet. A new round begins if no one has at least 20 points yet.

Whoever received the Joomo marker shuffles and deals the cards for the next round. The player to the left of the dealer starts the new trick

	JOOMO				
NAME	NAME	NAME	NAME	NAME	N
Daniel	Heide	Ingo	Martin		
4	2	1	5		
7	6	3	8		

and lays the first range card. Place the point markers and Joomo marker ready at the center of the table again so that everyone can reach them.

END OF THE GAME:

The game ends as soon as one of the players has 20 or more points.

The person with the highest score wins.

In case of a tie, continue playing until there's a clear winner or agree to share the victory.

ACKNOWLEDGMENTS

THE GAME DESIGNERS

The two game designers Michael and Lukas live together with 2 cats, 1-2 sons and their love of life in Bremen and Lake Constance respectively. They met quite by chance when Lukas was on vacation shopping in Michael's game store „Seetroll". Since then they share a deep friendship and the passion to develop games together.

IO
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