



RULES



RUCKUS™



blue orange



DAN LEVY
EDOUL

Create sets of cards in front of yourself and steal cards from your opponents to quickly get rid of the cards in your hand. Make sure you've got the most cards when someone calls out "**RUCKUS!**" But watch out for those negative points!



COMPONENTS

72 cards:
12 sets of 6 identical cards



AIM OF THE GAME

Score the most points by collecting as many cards as you can in your sets.

SETUP

- Shuffle all the cards face down and form a deck in the centre of the table.
 - You each draw 7 cards from the deck and look at them, keeping your cards hidden. You may wish to group them by set in your hand.
- Time to start playing!

HOW TO PLAY

Choose someone to announce "GO!", you progress through the following 4 actions, all playing at the same time:

- A** Create your sets of cards
- B** Steal a set of cards
- C** Draw a card
- D** Add a card to a set





ATTENTION!

The action "A. Create your sets of cards" always takes priority and is mandatory. As soon as you can build a set, you must do so. You can perform and repeat steps B, C, and D in whichever order you like.

A Create your sets of cards

Whenever you have a set of identical cards in your hand, you must immediately place those cards down in front of you, face up, creating a separate pile for each set.



IMPORTANT!

Each set must contain at least 2 cards. Single cards must remain in your hand until you can play them.

B Steal a set of cards



Once you have placed down the sets in your hand, you can steal sets of cards your opponents have placed down in front of themselves.

To do so, you must play a single card from your hand that matches the set you wish to steal. Quickly place it down on your opponent's set and then move that set in front of yourself.



You can steal as many sets as you like during the game, as long as you have the cards required to do so. You can steal sets from different opponents or steal multiple times from a single opponent.

You must use a card from your hand to steal from an opponent.



If you steal a set that matches one of your existing sets, group them into a single set.



C Draw a card

You can draw a card from the deck in the centre at any time.



D Add a card to a set

You can add a single card from your hand to one of your existing sets, if it matches.



IMPORTANT!

Always call out the name of the set as you play: that's half the fun of the game!

Whenever you play at least 1 card, whether you are creating or completing a set, or stealing, you must call out the name of that set.

For example, if you place down 2 Woof! Woof! cards, you must call out "**WOOF! WOOF!**"

END OF THE GAME



"RUCKUUUUUS!"

As soon as someone runs out of cards, they must immediately call out "**RUCKUS!**" and hit the deck to end the round. If someone plays an action after Ruckus is called, that action will not count.

Count your points:

+ 1 POINT

for each card you placed in front of yourself.

- 1 POINT

per card still in your hand. However, your score cannot drop below 0.

+ 2 BONUS POINTS

if you were the first player to call "**RUCKUS!**"

Note down your points however you wish. Keep playing rounds as described above until one player has reached **50 OR MORE POINTS**. The game then ends and the player with the most points wins the game. In case of a tie, the tied players share the victory.

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