

PLAY IT IN YOUR BROWSER

Dim Sum Rush

Partnership Climbing · Free-for-All Mode · 2–6 Players · Tiles or Cards

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THE GAME

Each team shares face-up tiles the other team can't touch, so every tile you put out is a play only your partner can make. Your hand, your cart, is in a fixed order you can never rearrange; the tile you put face up on your team's trolley is how you help each other. Empty every cart on your side before the other team does.

WHY IT WORKS

- **Teamwork without bidding.** Partners coordinate through shared tiles, not calls or bets.
- **Passing is a real move.** Fill a trolley spot or swap a tile to reshape your cart.
- **Comebacks built in.** Chef's Specials let the team that's behind seize the lead.
- **Plays at every count.** Teams at 4 and 6, plus a free-for-all mode for 2–6.

AT A GLANCE

PLAYERS	2–6 (teams of 2 or 3, or free-for-all)
FOR FANS OF	Scout and Rummikub
LENGTH	30–45 minutes · 3 rounds
COMPONENTS	84 tiles + bag, or 84 cards · rulebook
READY	Rulebook, print-and-play, playable online build