

# Rummy

## Preparations

Rummy consists of 106 cards (including 2 jokers): 4 sets of numbered cards from 1–13, each set with a different colour: brown, red, blue and white. Rummy is a game for 2 – 4 players. Each player gets a tray to put his cards on. The game ends when one player has discarded all his cards. All cards are put face down on the table. Each player takes one card. The player that gets the highest number starts the game, the others follow clockwise. Now the cards are piled up in batches of 7 – the last batch contains 8 cards. Each player gets two batches, i.e. 14 cards. Now the cards are placed on the trays as series of at least 3 cards of the same colour or as groups of cards having the same value but different colours.

## Start

To place a series of cards on the table the value has to be at least 30 points (counting the value of all respective cards). A player that can not lay down a series gets a card from the pool batch and the next player continues the game. When a joker is used the replaced card determines the value of the joker. After having laid down a series of 30 points a player may also discard only single cards to complete his own series or the ones of the other players. He may also manipulate all series on the table.

## Manipulate

To manipulate means: each player may rearrange existing series in order to discard one or more of his cards. A set of 3 cards should remain on the table of each manipulated series or group. The player has two minutes time for his manipulation.

## Samples

1. You add a card of the same colour: there are a blue 4, 5, and 6; you may add a blue 3 or 7. If there is a group of 3 cards with the value 10, e.g. red, blue, and brown, you may add the white 10.
2. You add a card to a series and take another card in order to start a new one: there is a blue series of 8, 9, 10; you may add you blue 11 and take the blue 8 in order to form a new group with you brown 8 and red 8.
3. There is a red series of 4,5,6,7,8: you may split up the series in order to discard you red 6, so you have two new red series: 4,5,6 and 6,7,8.
4. There is a white series of 1,2,3,4 and a group of 1,1,1,1: you have a blue 1 on your tray – you may take the white 1 from the series and the brown or red 1 from the group in order to create a new set of 3 cards: 1,1,1.

## Joker

There are 2 jokers. When a joker is used the replaced card determines the value of the joker. A player that can add the missing card may take the joker in order to form a new series or group of cards. Sets containing a joker can't be split. If a player wants to manipulate the existing series this has to be done within two minutes time. If he runs out of time he has to take up all single cards not yet forming a group or series. Furthermore he gets another 3 cards form pool.

## Points

The game ends when one player has discarded all his cards. The other players count the points of the remaining cards on the trays. The points are noted as

negative values. A remaining joker on a tray is worth 30 negative points. The winner gets all negative points on his positive account.

### **Varieties of the game**

1. Each player gets a card from the pool at each turn. The player has to discard a card either to add it to a series or to pile it up next to his tray. The next player may then take a card either from the pool or from that stack. When taking a card from a neighbouring stack the card must be used in a new series or group.
2. The eighth card of the last pool batch is placed face up on the table. A player may take it up, when he is able to finish the game with this card.
3. When a player can discard all his cards in one go, this is called "hand game". All negative points of the other players are counted twice.
4. There is a huge amount of varieties with manipulating. The players should agree on the rules before starting the game