RUMMY

CONTENTS OF THE GAME
104 playing card tiles (Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen and King; two of each tile in four suits),
2 joker tiles, 4 tile racks.

AIM OF THE GAME
The aim is to be the first player to get rid of all the tiles on one's tile rack.

BEFORE THE GAME BEGINS
Decide together, how many rounds you want to play. Place the tiles face down on the table and mix them.
Each player takes one tile and the player with the highest number goes first. The turn goes clockwise.

Return the tiles back to the table and mix all tiles thoroughly. After mixing, each player takes 14 tiles and
places them on his rack, arranging them into either "groups" or "runs". The remaining tiles on the table form
the pool.

SETS
- **A group** is a set of *either three or four* tiles of the same value but different suit.
For example: 7 of Spades, 7 of Hearts, 7 of Clubs and 7 of Diamonds.

- **A run** is a set of *three or more* consecutive tiles of the same suit.
For example: 3, 4, 5 and 6 of Hearts.

Note! Ace (A) is always played as the lowest number, it can not follow the King (number 13).

HOW TO PLAY

Opening the game
Each player must open his game by making sets of a "group" or a "run" or both, totalling at least 30 points.
If a player can not open his game on his turn, he must take an extra tile from the pool. This concludes the
player's turn. The player continues taking tiles from the pool on his following turns, until he has collected
the necessary 30 or more points. Then he opens his game, i.e. places his set(s) on the table. Once the player
has opened his game, on his following turns he can play any tiles from his rack to the table and manipulate
all the sets (also those laid by other players) on the table.

Manipulating
Manipulation is the most exciting aspect of playing Rummy. It is the addition to, or rearrangement of sets
previously played, to enable a player to place as many tiles from his rack as possible to the table. The tiles
may be manipulated in any of the following ways or any combination of these ways, as long as, at the end of
the player's turn, there are only legitimate sets on the table and no tiles are left over. If a player can not play
any tiles on his turn, or purposely chooses not to, he must take an extra tile from the pool.

Players have a time limit of 1 minute per turn. If a player, by the end of the minute, has failed to successfully
rearrange the tiles on the table, he must return all the tiles to their original positions on the table and take
three extra tiles from the pool as a penalty. Leftover tiles (the ones the players do not remember the original
positions of) are mixed with the tiles in the pool.

- Add one or more tiles from the rack to make a new set
The 4, 5 and 6 of Clubs are on the table. The player adds 3 of Clubs to the run and 8 of Clubs to the group of eights.

- Remove the fourth tile from a group and use it to form a new set
A tile is missing from the potential run of Clubs on the rack. The player takes the 4 of Clubs from the group of fours on the table and lays the run: 3, 4, 5 and 6 of Clubs.

- Add a fourth tile to a set and remove one tile from it, to make another set
The player adds the Jack of Clubs to the run and uses the two eights to form a new group.

- Splitting a run
The player splits the run and uses the 6 of Hearts to form two new runs.

- Combined split
The player places the Ace of Clubs from the rack with the Ace of Diamonds from the run and the Ace of Hearts from the group to form a new group.

- Multiple split
The player manipulates the three existing sets on the table, and utilizes the 10 of Spades and the 5 of Clubs from the rack to make three new groups and one new run.

THE JOKER
There are two joker tiles in the game. They can be substituted for any tile in a set, irrespective of the tile's value or suit, and they always score the value of the tile they represent. A joker can not be used in the opening set.

A joker can be retrieved from a set played on the table, by any player who can replace the joker on his turn with a tile of the exact same value and suit it represents. The tile used to replace the joker must come from the player's rack and not from the table. In the case of a group of three tiles, the joker can be replaced by a tile of either of the missing suits (with the correct value). Each set may contain only one joker.

A joker that has been replaced must be used on the player's same turn, as part of a new set, along with a tile or tiles from his/her rack. Players may not retrieve jokers before they have laid their opening set(s) on the table. A set containing a joker can not be split or have tiles removed from it – except in connection with replacing the joker – but it can have tiles added to it in a normal way. The joker has a penalty value of 30 points if it remains on a player's rack at the end of a game.

THE WINNER
The game is over after a player has cleared his rack and called "Rummy!". The losing players add up the value of the tiles they still hold on their racks (see *Scoring*).

SCORING
Once a player has cleared his rack and called "Rummy!", the losing players add up the value of the tiles they still hold on their racks. Their score is totalled as a minus (negative) amount. *The winner of the game receives a positive score equal to the total of all the losers' points.*

After the decided number of rounds has been played, each player totals his minus and plus scores to produce a total score. The player with the highest score is the winner of the entire game.

In the rare event that nobody has useful tiles on their racks and all the tiles in the pool have been used – before any player has been able to call "Rummy!" – there follows one round, where each player lays one tile from his rack face down on the table. The tiles are then mixed and each player takes one tile on his turn, until one of them succeeds in ending the game. If the winner still isn't decided after this round, however, the game

ends and the winner is the player, who has the lowest score left on his rack. Each loser adds up his total tile value and subtracts from it the winner's total score. The result equals the loser's minus score. The winner receives a positive score equal to the total of all the losers' points.

STRATEGY TIPS
The beginning of a game of Rummy may seem slow, but as the table builds up, more and more manipulations are possible. In the early stages of the game it may be a good idea to hold back some tiles, so that other players also open their game and provide more opportunities for manipulation.

Sometimes it is useful to hold back the fourth tile of a group or run and lay only three on the table, so that on the next turn one can lay a tile to a set on the table instead of having to take an extra tile from the pool. Keeping a joker on one's rack may also be a good strategy – although one risks being caught with a joker on the rack when another player calls "Rummy!".