



YourTurnMyturn.com: rules Rummy

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Rules Rummy

Introduction and object of the board game

The object of Rummy is to have no more cards left in hand. The player with no more games in hand is declared the winner of the game. You can play a card either by combining your card with an existing run or group or by creating new runs or groups. Rummy looks a lot like the game Rummikub and the card game Rummy, but has some different rules. Make sure you read our rules carefully.

Rummy has a pool of 106 cards:

- 2 jokers.
- 2 x 13 cards of 1-13 in the colour blue (clubs).
- 2 x 13 cards of 1-13 in the colour red (hearts).
- 2 x 13 cards of 1-13 in the colour green (spades) .
- 2 x 13 cards of 1-13 in the colour yellow (diamonds).



[Sort by colour](#) [Sort by number](#)

10														
9														
8														
7														
6														
5														
4														
3														
2														
1	a	b	c	d	e	f	g	h	i	j	k	l	m	

Start of the board game

At the beginning of the game each player will be dealt 18 cards randomly from the pool of cards. Your own cards are show above the board. For a player's first move, he must play a set with a value of at least 30 points (jokers do have no value). The player may not use other players' tiles to make the initial 30 or more. A player's first move is known as the initial meld. The initial meld cannot build on previously played tiles (for example, a joker on the table cannot be retrieved before the initial meld). If a player cannot make an initial meld, he must pick up a single tile from the pool and add it to his rack (Pass). Play then proceeds to the other player. Once a player has made his initial meld, he can, on each turn, play one or more tiles from his rack, making or adding to groups and/or runs. If the player cannot (or chooses not to) play any tiles, he must pick one random tile from the pool and add it to his rack (Pass). Below the board you can see whether a player has played the initial meld, if behind the number of his cards on his rack is a exclamation mark, he has not made the initial meld.

- **Groups** are three or four same-value tiles in distinct colors. For example- red 3, blue 3, green 3 and yello 3.
- **Runs** are composed of three or more, same-colored tiles, in consecutive number order. For example- red 6, 7, 8 and 9.
- **Jokers** can be used for any value/colour combination. A joker may be used for the initial meld, but does not add value to the initial meld.



[Sort by colour](#) [Sort by number](#)

10	2♣	2♣	2♥		13♥	13♣	13♦		5♦	6♦	7♦		
9					4♣	4♥	4♣						
8	1♦	1♣	1♣						☺	12♥	13♥		
7					7♦	8♦	9♦	10♦	11♦	12♦	13♦		
6	1♥	1♦	1♣			6♥	6♣	6♣		11♥	11♣	11♣	
5						10♥	10♣	10♣		12♥	☺	12♣	
4													
3													
2													
1	a	b	c	d	e	f	g	h	i	j	k	l	m

Amending Sets and Manipulation of played tiles

If a player has played the initial meld he/she then can use other cards on the board to make runs and groups. Players may play tiles by amending sets already in play. The only limit to the length of a run is the extremes of the tile values. Groups are limited to four because colors may not repeat within a group. During a player's turn, sets of tiles that have already been played may be manipulated to allow more tiles to be played. At the end of the turn, all played tiles must be in valid sets. There is a maximum of 12 cards that can be played per turn.

- **Shifting a run.** Players may add the appropriate tile to either end of a run and remove a tile from the other end for use elsewhere. If red 3, 4, and 5 have already been played, a player may add the red 6 to the end and remove the 3 for use elsewhere.
- **Splitting a run.** Players may split long runs and insert the corresponding tiles in the middle. Thus, if blue 6, 7, 8, 9, and 10 are already a run, the player may insert his own 8 to make two runs: 6, 7, 8 and 8, 9, 10.
- **Substituting in a group.** Players may replace any of the tiles in a three-tile group with a tile of the fourth color and the same value. If blue 6, red 6, and yellow 6 are already a group, the player may add the green 6 and remove any of the other three for use elsewhere.
- **Removing tiles.** So long as the remaining tiles form a valid run, tiles can be removed from the ends of runs. Any one tile may be removed from a four-tile group.
- **Joker substitution.** A Joker may be used for any tile in any color during the turn of a player re-arranging the board. A joker that is on the board and "harvested" cannot be kept for later use. This joker needs to stay on the board.
- **Harvested tiles.** In the course of a turn, a tile that is "harvested" from an existing set must be played during the turn; it cannot be kept for later use. Example: if there is a 3,4,5 run on the table, the 3 can be harvested by putting down the appropriately-coloured 6, but the 3 must be used during that turn, not kept in the player's hand for later use.

Board Game end

If a player has used up all of his cards, he is declared the winner of the game. The game ends if a player draws the last card from the draw stack. On that moment all points in hand of each player is calculated (joker has 25 value). The player with the most points in hand, loses the game. If both players have the same amount of points, the game is declared a draw.