

Chinchon

2-8 players

48 cards

Difficulty: Easy

Duration: Medium

Form sets and runs to minimize unmatched card penalties; avoid exceeding 100 points.

SETUP

- 2-8 players use a 40 or 48-card deck.
- Deal 7 cards to each player.
- Place remaining cards as stock with one card starting the discard pile.

SCORING

- Unmatched cards count face value as penalty points.
- Chinchon (seven-card same-suit run) scores negative 10 points.
- Exceeding 100 penalty points eliminates you.

Tip: Go out quickly with low deadwood rather than waiting for a perfect hand.

ON YOUR TURN

- Draw one card from the stock or discard pile.
- Organize hand into sets (same rank) or runs (consecutive same suit).
- Discard one card to end your turn.
- Go out when all 7 cards form valid combinations.

Chinchon is a popular rummy-style card game played throughout Spain and Latin America. Players draw and discard to form matched sets and runs, aiming to go out with the lowest possible deadwood. Its simple rules and fast pace make it a favorite for casual gatherings.

Objective

Arrange your hand into valid combinations of sets (same rank) and runs (consecutive same suit) to minimize the point value of unmatched cards. The first player to exceed the penalty limit is eliminated.

Setup

1. **Players:** 2 to 8 players.
2. **Deck:** Standard 40 or 48-card Spanish deck, or a 52-card deck depending on region.
3. **Deal:** Each player receives 7 cards.
4. **Stock and discard:** Remaining cards form the stock pile. The top card is turned up to start the discard pile.

Gameplay

1. **Drawing:** On your turn, draw one card from either the stock or the discard pile.
2. **Forming combinations:** Organize your hand into sets of three or four cards of the same rank, or runs of three or more consecutive cards in the same suit.
3. **Discarding:** End your turn by discarding one card to the discard pile.
4. **Going out:** When you can form all seven cards into valid combinations with one discard, you close the round.

Scoring

- **Unmatched cards:** Each unmatched card counts its face value as penalty points.
- **Chinchon:** Going out with all seven cards in a single run of the same suit scores negative 10 points (a huge bonus).
- **Elimination:** Players who exceed 100 penalty points are eliminated from the game.

Variations

- **Chinchon with wildcards:** Jokers or specific cards serve as wild cards that can substitute for any card in a combination.
- **Argentine Chinchon:** Uses a 48-card deck and slightly different scoring thresholds.

Tips and Strategies

- Go out quickly when your deadwood is low rather than waiting for a perfect hand. Speed reduces the risk of opponents catching you with unmatched cards.
- Watch what opponents pick from the discard pile to understand what combinations they are building.

Tips & Strategy

Balance the desire for a perfect Chinchon with the practical need to go out quickly. An early close with low deadwood is often better than chasing the elusive seven-card run.

The discard pile is a goldmine of information. Tracking what opponents take tells you their strategy, and choosing your own discards carefully avoids feeding their combinations.