

# Conquian

2 players

40 cards

Difficulty: Medium

Duration: Medium

Be the first to meld exactly 11 cards in valid sets and runs on the table.

## SETUP

- Use a 40-card deck (standard deck with 8s, 9s, and 10s removed).
- Deal 10 cards each; remaining 20 form the stock.

## SCORING

- First to meld exactly 11 cards wins.
- If the stock runs out before either player melds 11, the game is a draw.

*Tip: Stay flexible with your melds; rearrange them to incorporate new cards.*

## ON YOUR TURN

- Turn up the top stock card; meld it directly with hand cards if possible.
- You never take cards into your hand; meld them straight to the table.
- If a card fits your existing melds, you must take it (forced meld rule).

Conquian is widely considered the ancestor of all Rummy games. Originating in Mexico, this two-player game uses a 40-card Spanish deck and features a unique mechanic where you never draw into your hand — instead you meld directly from the discard.

## Objective

Be the first to meld exactly 11 cards in valid sets and runs on the table, using cards from the stock and discard without ever adding them to your hand.

## Setup

1. **Players:** 2 players.
2. **Deck:** 40 cards (standard deck with 8s, 9s, and 10s removed).
3. **Deal:** 10 cards each. The remaining 20 cards form the stock.

## Gameplay

1. **Turning Cards:** On your turn, turn up the top card of the stock.
2. **Melding:** If you can use the turned card in a valid meld (set of 3-4 same rank, or run of 3+ in a suit), lay it down with cards from your hand. You never take the card into your hand.
3. **Discarding:** If you cannot or choose not to meld with the turned card, it is placed face-up as a discard. Your opponent may then meld with it before their regular turn.
4. **Rearranging:** You may rearrange your existing melds to incorporate new cards, as long as all melds remain valid.
5. **Forced Meld:** If a turned card can be added to your existing melds, you must take it, even if it delays your plans.

## Winning

The first player to meld exactly 11 cards wins. If the stock runs out before either player melds 11, the game is a draw.

## Tips and Strategies

- Plan your melds carefully — the forced meld rule can disrupt your strategy if you are not prepared.
- Watch what your opponent melds to judge what cards remain in the stock.
- Flexibility in rearranging melds is the key skill that separates good Conquian players.

## Tips & Strategy

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The forced meld rule is both a blessing and a curse. It can accelerate your progress but also force you into suboptimal meld patterns if you are not careful.

Because you meld directly without drawing into hand, you must think ahead about which combinations are possible given the remaining cards in the stock.