

Mexican Rummy

2-6 players

52 cards

Difficulty: Medium

Duration: Long

Go out first each round to avoid penalty points from leftover cards.

SETUP

- Use two standard decks.
- Deal 7 cards in round one, increasing by one each round.
- Place remaining cards as the stock and flip one for the discard.

SCORING

- Wild cards in hand: 20 points each.
- Aces 15, face cards 10, number cards at face value.

Tip: Meld your wild cards early to avoid costly penalties at round's end.

ON YOUR TURN

- Draw from the stock or discard pile.
- Form and lay down sets or runs using the round's wild card.
- Discard one card to end your turn.

Mexican Rummy is an exciting rummy variant played over multiple rounds where the wild card changes each round. Players race to form melds and go out first while managing an ever-shifting set of wildcards.

Objective

Score the fewest points over all rounds by being the first to meld all your cards. Each round introduces a new wild card rank.

Setup

1. **Players:** 2-6 players.
2. **Deck:** Two standard 52-card decks (104 cards total).
3. **Deal:** In round one, deal 7 cards to each player. The deal increases by one card each subsequent round up to 13 cards in round seven.

Gameplay

1. **Step 1:** Draw one card from the stock pile or the top of the discard pile.
2. **Step 2:** Form sets (three or more of a kind) or runs (three or more consecutive cards of the same suit). The wild card for the current round can substitute for any card in a meld.
3. **Step 3:** Lay down melds once you can, and lay off cards onto existing melds on the table.
4. **Step 4:** Discard one card to end your turn. The round ends when one player empties their hand.

Scoring

- Wild cards left in hand are worth 20 points each. Aces count as 15, face cards as 10, and number cards at face value.
- The player who goes out scores zero. Other players total the values of their remaining cards.

Variations

- **Single Deck:** Play with one deck for a faster game with fewer players.
- **Fixed Wild:** Use only twos as permanent wild cards throughout all rounds instead of changing each round.

Tips and Strategies

- Use wild cards to complete melds quickly rather than hoarding them for later.
- Pay attention to which rank is wild each round, since opponents may also be collecting those cards.
- Aim to go out fast in later rounds when hand sizes are larger to avoid big penalty scores.

Tips & Strategy

Prioritize melding wild cards early because holding them at round's end costs 20 points each. Watch the discard pile closely to anticipate opponents' melds.

In later rounds with bigger hands, going out quickly is more important than building perfect melds, since penalty points from leftover cards add up fast.