

Progressive Rummy

2-8 players

52 cards

Difficulty: Medium

Duration: Long

Meet each round's meld requirement and empty your hand.

SETUP

- Use two decks with jokers.
- Deal 6 cards in round one, increasing by one each round.
- Flip one card for the discard pile.

SCORING

- Jokers 50, Aces 15, face cards 10, number cards face value.
- Cards remaining in hand count as penalty points.

Tip: Prioritize meeting the meld requirement before trying to lay off extra cards.

ON YOUR TURN

- Draw from stock or discard pile.
- Lay down melds when you meet the round's requirement.
- Discard one card to end your turn.

Progressive Rummy is a structured rummy game played over multiple rounds, each with specific meld requirements that grow more challenging. Players must meet the exact combination of sets and runs demanded before they can lay down cards.

Objective

Complete the required melds for each round and empty your hand before opponents. The player with the lowest cumulative score after all rounds wins.

Setup

1. **Players:** 2-8 players.
2. **Deck:** Two standard 52-card decks with jokers (104 cards total).
3. **Deal:** Deal 6 cards in round one, 7 in round two, and so on, increasing by one card each round through round seven.

Gameplay

1. **Step 1:** Draw one card from the stock or the discard pile.
2. **Step 2:** Attempt to form the specific meld combination required for the current round (e.g., two sets of three, or one set and one run).
3. **Step 3:** Once you have met the round's requirement, lay down your melds and begin laying off extra cards on any melds on the table.
4. **Step 4:** Discard one card. The round ends when someone empties their hand.

Scoring

- Jokers are 50 points, Aces are 15, face cards are 10, and number cards are face value.
- Unmelded cards in hand count against you. The player who goes out scores zero for the round.

Variations

- **Strict Laying Off:** Players may only lay off cards after meeting the round's requirement on a future turn, not the same turn.
- **Bonus Round:** Add an eighth round requiring four sets of three for an extra challenge.

Tips and Strategies

- Focus on meeting the exact meld requirement before thinking about laying off extra cards.
- Keep flexible cards (middle-rank cards and wilds) that can fit into multiple potential melds.
- In later rounds with larger hands, prioritize reducing high-value cards to limit penalties.

Tips & Strategy

Adapt your strategy to each round's specific meld requirement. In early rounds, go for speed, and in later rounds, focus on reducing your deadwood to minimize penalties.

Flexibility is key. Hold onto cards that can serve multiple melds, and switch strategies mid-round if you draw into a better combination.