

Gin Rummy

2 jogadores

52 cartas

Dificuldade: Médio

Duração: Longa

Reduzir deadwood a 10 ou menos e bater (ou declarar Gin com zero).

PREPARAÇÃO

- 10 cartas para cada jogador.
- Vire uma carta para iniciar o descarte.

PONTUAÇÃO

- Batida: diferença dos deadwood vai para o vencedor.
- Undercut: defensor com menos deadwood ganha bônus +25.
- Gin: +25 pts bônus.

NA SUA VEZ

- Compre do monte ou pegue o topo do descarte.
- Descarte uma carta.
- Bata (deadwood \leq 10) ou declare Gin (deadwood = 0).

Dica: Não bata com deadwood alto — risco de undercut. Prefira esperar pelo Gin se estiver perto.

Gin Rummy é jogado entre 2 jogadores. O objetivo é formar combinações válidas com todas ou quase todas as cartas da mão. O jogo termina quando um jogador bate ou declara Gin.

Jogadores

2 jogadores

- The game continues until one player reaches the agreed-upon point threshold, typically 100 points or another predetermined value.
- The player with the lower total score at the end of the game is declared the winner.

Baralho

Baralho padrão de 52 cartas

1. Shuffle the deck thoroughly.
2. Determine the dealer for the first hand.
3. Deal 10 cards to each player, one at a time, placing the remaining deck face-down to form the draw pile. The top card from the draw pile is flipped over to start the discard pile.

Objetivo

Reduzir os 'deadwood' (cartas sem combinação) ao mínimo e vencer batendo ou declarando Gin.

- Drawing and Discarding:** Players take turns, starting with the non-dealer, drawing a card from the draw pile or the discard pile. After drawing, players must discard one card to the discard pile.
- Forming Sets and Runs:** Players aim to create valid sets or runs in their hand. A valid set consists of three or four cards of the same rank. A valid run consists of three or more sequential cards of the same suit. Aces are always low only (A-2-3 is valid, but Q-K-A is not).
- Knocking:** When a player believes they can form valid sets and runs with deadwood totaling 10 points or fewer, they may knock to end the round. A player draws a card first, then knocks by laying down their hand and discarding their final card. After knocking, the player arranges their hand into valid sets and runs, leaving any deadwood unmatched.
- Scoring:** The player who knocks reveals their hand, and both players arrange their cards into sets and runs. Unmatched cards in each player's hand count as deadwood. Face cards (Jacks, Queens, and Kings) carry a value of 10 points each, while Aces are worth 1 point, and numbered cards are equal to their face value. The opponent may "lay off" their unmatched cards on the knocker's melds to reduce their own deadwood. If the knocking player's deadwood count is lower than their opponent's, they score the difference. If the opponent's deadwood is equal to or lower than the knocker's, it's an "undercut" — the opponent scores the difference plus a 25-point bonus. **Going Gin:** If a player has zero deadwood (all 10 cards in melds), they "go Gin" and score a 25-point bonus plus the opponent's entire deadwood count. The opponent cannot lay off cards against a Gin hand.
- End of Round:** After scoring, the round ends, and players' scores are updated. A new round begins with the next dealer, and players receive new hands.

Valores das Cartas

- As (A):** 1 ponto
- Figuras (J, Q, K):** 10 pontos cada
- Demais:** Valor nominal

Preparação

There are several variations of Gin Rummy, including Oklahoma Gin, Hollywood Gin, and Straight Gin, each with its own set of rules and nuances.

- Distribua 10 cartas para cada jogador.
- Vire uma carta para iniciar o monte de descarte.

Jogabilidade

- Na sua vez, compre do monte ou pegue o topo do descarte.
- Descarte uma carta ao final.
- Bater (Knock):** Declare quando seus deadwood somarem 10 ou menos. Mostre suas combinações.
- Gin:** Declare quando não tiver deadwood algum (todas as cartas em combinações). Vale pontos bônus.

Pontuação

Ao bater: vencedor marca a diferença entre os deadwood dos dois jogadores. Se o defensor tiver menos ou igual deadwood (undercut), ele marca bônus. Gin: 25 pts bônus + deadwood do adversário.

Dicas e estratégia

Observe o descarte do adversário para deduzir suas combinações e evitar dar cartas úteis.

Priorize sequências longas sobre grupos — elas imobilizam mais cartas do adversário e são mais difíceis de completar por outros.