

Robbers' Rummy

2-4 players

52 cards

Difficulty: Hard

Duration: Medium

Empty your hand by melding and rearranging table melds.

SETUP

- Use two standard decks.
- Deal 13 cards to each player.
- Flip one card for the discard pile.

SCORING

- Winner scores zero.
- Aces 15, face cards 10, number cards face value as penalties.

Tip: Plan rearrangements before touching cards to avoid leaving invalid melds.

ON YOUR TURN

- Draw from stock or discard pile.
- Lay down melds and rearrange existing table melds.
- Discard one card (all table melds must be valid).

Robbers' Rummy is a dynamic rummy variant where players can rearrange and steal cards from melds already on the table. This creates a puzzle-like experience where the entire table is in play on every turn.

Objective

Be the first to empty your hand by forming melds and creatively rearranging table melds to incorporate your cards.

Setup

1. **Players:** 2-4 players.
2. **Deck:** Two standard 52-card decks (104 cards total).
3. **Deal:** Deal 13 cards to each player. Place the remaining cards face down as the stock pile and flip one card for the discard pile.

Gameplay

1. **Step 1:** Draw one card from the stock pile or the discard pile.
2. **Step 2:** Lay down new melds (sets of three or more of a kind, or runs of three or more consecutive cards in the same suit).
3. **Step 3:** Rearrange existing melds on the table to incorporate cards from your hand. You may split, combine, or extend melds as long as all resulting melds are valid at the end of your turn.
4. **Step 4:** Discard one card to end your turn. If you rearranged melds, all table melds must be valid before you discard.

Scoring

- The winner scores zero. All other players add up the face values of cards in hand: Aces 15, face cards 10, number cards face value.
- Jokers (if used) count as 20 points against a player holding them.

Variations

- **Timed Turns:** Impose a 2-minute time limit per turn to prevent excessively long rearrangement phases.
- **Minimum Meld:** Require an initial meld of at least 30 points before a player is allowed to rearrange table melds.

Tips and Strategies

- Study the table melds carefully before your turn to plan rearrangements in advance.
- Sometimes stealing one card from a meld allows you to play several cards from your hand through a chain of rearrangements.
- Do not place valuable cards on the table unless necessary, as opponents can rearrange and use them.

Tips & Strategy

Think of the table as one big puzzle. Plan your rearrangements before touching cards, and look for chain reactions where moving one card opens up space for several others.

The ability to rearrange melds means you should always think several moves ahead. A single well-planned rearrangement can let you play four or five cards in one turn.