

Rummy 500

2-8 players

52 cards

Difficulty: Easy

Duration: Medium

Score 500 points by melding cards in sets and runs.

SETUP

- Deal 7 cards each (13 for 2 players).
- Place remaining cards as stock; flip top card to start discard pile.

SCORING

- Score card values for melds; subtract remaining hand value.
- Face cards = 10 pts, Aces = 15 or 1, number cards = face value.

Tip: Meld high-value cards early to lock in points and reduce your risk if an opponent goes out.

ON YOUR TURN

- Draw from stock or take cards from discard pile (must use selected card in a meld).
- Lay down melds or add to existing melds on the table.
- Discard one card to end your turn.

Rummy 500 is an expanded version of standard Rummy where players score points for the melds they lay down rather than just going out first. The game is played to 500 points over multiple rounds, with players able to build on each other's melds. It adds depth to basic Rummy by rewarding the value of cards melded.

Objective

Be the first player to reach 500 points by forming and laying down melds of sets and runs while minimizing deadwood in your hand.

Setup

1. **Players:** 2-8 (best with 3-5)
2. **Deck:** Standard 52-card deck (use two decks for 5+ players)
3. **Deal:** 7 cards to each player (13 cards in a 2-player game). Place the remaining cards face down as a stock pile and turn the top card face up to start the discard pile.

Gameplay

1. **Draw:** On your turn, draw one card from the stock pile or take one or more cards from the discard pile.
2. **Discard pile rule:** When taking from the discard pile, you may take any face-up card but must also take all cards on top of it. The card you select must be immediately used in a meld.
3. **Meld:** Lay down valid melds of 3 or more cards. Melds can be sets (same rank, different suits) or runs (consecutive cards of the same suit).
4. **Lay off:** You may add cards to any melds already on the table, including those played by other players.
5. **Discard:** End your turn by discarding one card face up onto the discard pile.

Scoring

1. **Number cards (2-9):** Face value in points.
2. **10s, Jacks, Queens, Kings:** 10 points each.
3. **Aces:** 15 points when used high (above King) or 1 point when used low (below 2). In melds with high cards, Aces count as 15.
4. **Round score:** Total value of cards you melded minus the total value of cards remaining in your hand.
5. **Negative scores:** If deadwood value exceeds meld value, you score negative for that round.
6. **Game end:** First player to reach 500 cumulative points wins.

Variations

- **Persian Rummy:** Uses a special Joker that is worth 20 points and can substitute for any card in a meld.
- **Partnership 500 Rummy:** Four players form two teams and combine their scores.
- **Quick 500:** Play to 300 points for a shorter game.

Tips and Strategies

- Pay attention to what opponents pick from the discard pile to deduce their hands.
- Meld high-value cards early to lock in points and reduce risk.
- Be cautious about taking large portions of the discard pile unless you can immediately meld most of the cards.
- Try to go out when opponents have many high-value cards in hand to maximize the scoring differential.

Tips & Strategy

Meld high-value cards quickly to secure points. Watch the discard pile carefully and only pick up multiple cards if you can use most of them. Try to go out when opponents hold many high cards.

The key strategic tension is between melding early for guaranteed points versus holding cards to form larger, more valuable melds. Early melding is generally safer since it protects your score.