

Rummy

2-6 players

52 cards

Difficulty: Easy

Duration: Medium

Be the first to form all your cards into valid sets and runs.

SETUP

- Deal 10 cards each (2 players) or 7 each (3-4 players).
- Place remaining cards as stock pile.
- Flip top card to start discard pile.

SCORING

- Face cards: 10 points each.
- Number cards: face value.
- Aces: 1 point.
- Winner scores 0; others total their remaining cards.

Tip: Watch what opponents pick from the discard pile to deduce their melds.

ON YOUR TURN

- Draw one card from stock or discard pile.
- Lay down any valid sets or runs.
- Add cards to existing melds on the table.
- Discard one card to end your turn.

Rummy is one of the most widely played card games in the world, centered around forming matched sets and sequences of cards. Players draw and discard cards each turn, trying to organize their hand into valid groups before their opponents do. Its straightforward mechanics make it accessible to newcomers while still rewarding experienced players.

Objective

Be the first player to arrange all cards in your hand into valid sets (three or four cards of the same rank) and runs (three or more consecutive cards of the same suit), then go out by discarding your final card.

Setup

1. **Players:** 2 to 6 players.
2. **Deck:** Standard 52-card deck. Use two decks for 5-6 players.
3. **Deal:** Each player receives 10 cards (2 players), 7 cards (3-4 players), or 6 cards (5-6 players).
4. **Stock and Discard:** Place remaining cards face-down as the stock pile. Turn the top card face-up to start the discard pile.

Gameplay

1. **Drawing:** On your turn, draw one card from either the stock pile or the discard pile.
2. **Melding:** If you have valid sets or runs, you may lay them face-up on the table. A set is three or four cards of matching rank. A run is three or more consecutive cards of the same suit.
3. **Laying Off:** You may add cards from your hand to any melds already on the table, whether yours or an opponent's.
4. **Discarding:** End your turn by placing one card face-up on the discard pile. You cannot discard the same card you drew from the discard pile that turn.
5. **Going Out:** When you can form all remaining cards into valid melds and have one card left to discard, you go out and win the round.

Scoring

1. **Face Cards (K, Q, J):** 10 points each.
2. **Number Cards:** Face value (e.g., a 7 is worth 7 points).
3. **Aces:** 1 point each.
4. **Winner:** Scores zero. All other players add up the value of cards remaining in their hands.

Variations

- **Gin Rummy:** A two-player variant with knocking and gin mechanics.
- **Rummy 500:** Points are scored for melds laid down, not just for going out.
- **Contract Rummy:** Players must meet specific meld requirements each round.

Tips and Strategies

- Watch what opponents pick up from the discard pile to gauge what melds they are building.
- Hold onto middle cards (5s through 9s) early on, as they connect to more potential runs.
- Discard high-value cards early if they do not fit into your plan, to minimize penalty points.

Tips & Strategy

Keep track of which cards have been discarded to improve your decision-making. Prioritize forming runs early since they are more flexible than sets.

Balancing offense and defense is key. Aggressively pursue your own melds, but pay attention to what others discard to avoid feeding them the cards they need.