

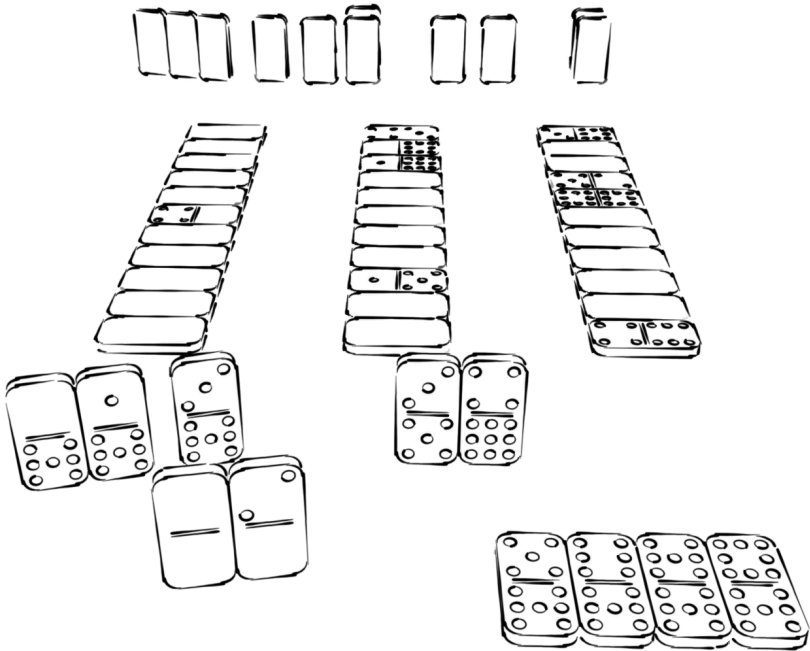
Conveyor Rummy

A game for 2–4 players
v.0.3.0

Niko Lepka and Eva Jacobsen

With help from Alex Laterman

July 23 2021



1 Object

Conveyor Rummy is a rummy-style game played with dominoes. Over a series of turns, players draw tiles from a number of columns—or “conveyors”, trying to complete sets and runs—called *melds*. Whoever gets rid of all their dominoes first wins the round.

2 Requirements

- A double-9¹ set of 55 dominoes (2 players)
- A double-12 set of 91 dominoes (3-4 players)
- Domino stands/racks (optional, but recommended)
- A way to keep score—pen and paper is fine

Aside Unfortunately in our play-testing, a double-6 set made for extremely quick games, even with just two players. Rounds would be over in just one or two turns. If this is fine with you, do not hesitate to play this variant.

3 Setup

Before beginning, players must decide how many points to play to. We recommend 120 points for 2 players and 240 points for 3-4 players, but the actual number is ultimately up to you.

3.1 2 Players

1. Flip all the dominoes face-down onto the table and give them a good shuffle.
2. Arrange all the dominoes in 5 columns of 11
3. Flip over the middle domino in each column.

3.2 3–4 Players

1. Flip all the dominoes face-down onto the table and give them a good shuffle.
2. Arrange all the dominoes in 7 columns of 13
3. Flip over the middle domino in each column.

3.3 Selection Round

Proceeding clockwise around the table, starting with the youngest player, a player may choose to either

- reveal one piece in any column
- claim a column by taking all the pieces for themselves

Play starts once all players have each claimed one column.

¹If you are unfamiliar with this terminology: “double-9” and “double-12” simply means that the largest tile in the set is a 9–9 or a 12–12

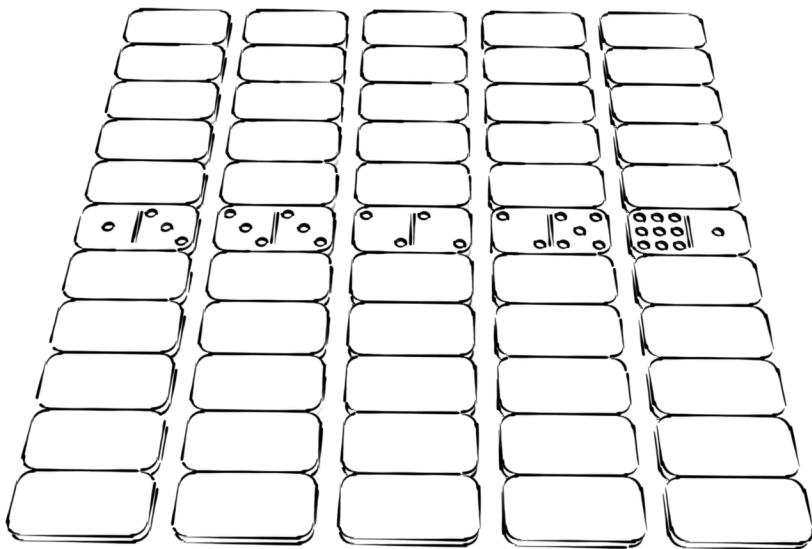


Figure 1: Example setup for 2 players. 5 columns of 11 tiles.

Aside The purpose of revealing pieces is to give players insight in what your starting hand may contain to perhaps give an advantage, and also to reveal some pieces you might be looking for later on. It also plays a little like a game of chicken—how many tiles do you dare reveal before someone else snatches the column you want?

4 Gameplay

Going clockwise around the table, starting with the player who first claimed a column, a player must draw a tile off of one end a column, then discard a tile to the opposite end of that same column, such that they always have the same number of pieces they started with.

Example If Alice drew a tile from the south end of the third column, then she must discard to the north end of the third column.

Note Unlike regular Rummy, you **are** allowed to discard a face-up piece that you've drawn in the same turn, as long as you still put it at the opposite end of the column you drew it from. This is referred to as *milling*.

4.1 Melding

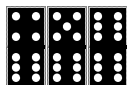
In the standard variant of Conveyor Rummy, there are three types of melds: Normal Runs, Runs of Pairs, and Sums. Any time a valid meld exists in a player's hand, they may choose to reveal it and sum it off to the side. A meld may **never** be split apart or rearranged once revealed, though new tiles may be added to either end of it.

Should you complete your last meld—known as *closing*—on a pickup, ending up with 14 dominoes, you do not have to discard down to 13 (or 12 and 11 respectively for 2 players).

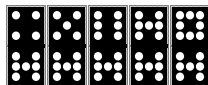
4.1.1 Normal Runs

A run is any series of three or more tiles that have consecutive numbers on one side, but the same number on the other.

Example



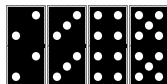
or



4.1.2 Runs of Pairs

Runs of pairs are any series of three or more consecutive pairs²

Example

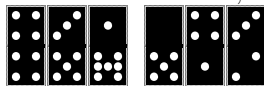


4.1.3 Sums

A sum (analogous to a set in Rummy/Mahjong) is three or more tiles where every tile's total number of pips add up to the same number.

Example

These are two sums, one of 8s and one of 5s respectively:



²A pair is a tile where both ends are the same.

5 Scoring

When a player closes their hand by completing their final meld, they reveal it for scrutiny. If the hand has been deemed valid by the other players, the game will end immediately, and the scoring begins.

Melds of length 3 or 4 score the victor the meld's value. Any additional tile beyond that awards that meld's value again.

Meld	Value
Runs	1
Sums	2
Pairs	3

Example Melds

Length	Runs	Sums	Pairs
3–4	1	2	3
5	2	4	6
6	3	6	9
7	4	8	12
8	5	10	15

In addition, the victor gets one point for each unmelded tile held by the opponents.

Aside You may have noticed that melds of length 3 and 4 score the same. This is there to incentivise players to discard their unmelded tiles onto melds of length 3 without increasing the victor's overall score. It may even reduce it.

5.1 Completion Bonuses (Royal Melds)

Finishing the round with a meld containing every possible tile that makes up this meld (a Royal Meld) awards you an additional 10 points.

This is particularly useful when dealing with sums, as some Royal Sums can be as short as just three tiles!

5.2 Capping and Stealing

6 Variants

This section outlines a number of gameplay variants players can add into the game should they see fit.

6.1 Domino Runs

Players are allowed to make standard domino runs, where the pieces line up end-to-end as a valid way of creating a winning hand. With the requirement that all 13 pieces (11 for 2 players) in your hand must be used with none left over.

Whether you allow for branching on pairs is up to you.

Aside It was left out of the base rules because it was deemed too easy to do.

6.2 No Milling

In the No Milling variant, you are not allowed to simply pick up an already revealed piece in a column and put it back at the end.

This is similar to how you can't just pick up and discard the same face-up card in a standard game of Rummy.

Aside Milling was left in because it adds strategic value to the game, being able to effectively “pass” a turn or block another player by simply moving a piece from one end to another.

6.3 Never Close on Pickup

If you wish to perhaps have a longer and more challenging game, you can disallow closing on pickup, requiring that you always have exactly 13 dominoes (11 for 2 players) at the end of the game.

Should the 12th/14th domino win you the game, it's tough luck, and you have to discard something and reformulate your strategy.

6.4 Jump-Ins (3-4 players only)

With Jump-Ins a player out of sequence may call “Mine!” when another player discards a piece. Doing so, causes that player to jump in, skipping everyone else. Play then continues from the caller as if it were their turn.

6.4.1 ...but Only on Completion

Borrowing from Mahjong, Jump-ins can be restricted to only be allowed when they complete a meld. Doing so then forces that player to reveal said meld, which can clue the other players into the jumper's strategy.

6.5 Partners

In a four-player game, you can choose to play 2 on 2 where you are partnered with the person across the table. This completely changes the dynamic of discarding and scoring, where you might *want* to discard in a way that benefits your partner. May work well with Jump-Ins.