

Rummy Base Rules

This is just how I play, but many people play with different rules, so feel free to use your own.

The dealer deals 7 cards to each player, or 10 in 2-player mode. The rest of the cards are put face-down in the draw pile. One card is flipped over to start the discard pile. Play begins with the player left of the dealer and continues to the left. The game ends when one player empties their hand, then the points are counted up and the person with the most points wins. You can also play in several rounds, accumulating points until someone reaches a pre-set point target, e.g. 500.

Your turn consists of 3 phases: draw, play, and discard.

1. **Draw** - You may either draw one card from the draw pile, or one or multiple cards from the discard pile. If drawing from the discard, you must start from the top card and continue down, taking the top X cards. If you draw more than one card, you must play the bottom-most card that you drew. For instance, if I draw 5 cards from the discard and the bottom one I picked is the 3♥, I must play the 3♥ this turn.
2. **Play** - You can either play cards in a set or a run. A set is 3 or more cards of the same number. A run consists of 3 or more cards of the same suit in sequence. Jack, Queen, and King are ranked in that order after 10. An Ace can be played below a 2 or above a King, but not both (You can't play queen-king-ace-2 as a run). You may also play cards off of other player's groups. That card is kept in your area. Other players can play off of that card as well (e.g. if you play a 7♥ off of another player's 4-5-6♥ run, any player can play the 8♥). If it is ambiguous what group a player is playing off of, they should state which one it is. You can play cards on other people's groups even before you play a group yourself. I also play with the rule that you can only play one group per turn, to make it harder to instantly go out in one turn. There are no such restrictions on playing cards to other people's groups.
3. **Discard** - Move any card from your hand onto the discard pile. Cards are offset from each other to form a row, so the suit and number of each card in the pile is visible. If any card is discarded that can be played, anybody except the one who discarded it can say "Rummy on the board" and add the playable cards to their board.

If a player discards their last card, the game instantly ends and the scores are counted. If they instead play all of their cards and can't discard, then everyone takes one more turn except for the person who went out. You cannot discard a playable card to intentionally end the game earlier, you must play it.

When the game ends, your score is the points you have played minus the points in your hand.

- 2-9 are worth 5 points
- 10, J, Q, K are worth 10 points
- An Ace played on a 2 is worth 5 points. On a K, in a set, or in your hand it is 15 points

New Card Rules

General Rules

- If you pick up a single card from the discard, then discard a card with the same effect, its actions do not trigger.
- If you take 2 or more turns in a row, discard actions only trigger on the first turn.
- If you discard your last card, and it has a discard ability that would let you draw a card, do not perform that action and instead immediately end the game.
- If you play your last card, the game will end before your next turn, unless someone else goes out and ends the game earlier. The game can be made to end earlier but not later.
- If the game is set to end because someone played all their cards, skip and reverse cards have no effect.
- Unless otherwise noted, it is mandatory to perform discard actions.
- Playable cards must all be in the same discard pile to call "rummy on the board"; you can't call it if it requires 2 or more discard piles.

On-Discard Actions - Action occurs when you discard this card

New Discard - When discarded, it must be played to a new discard stack. Anybody can draw from any discard (but not both), or discard to any. When any discard is completely picked up, it is gone and can no longer be discarded to, except the last discard pile.

Reverse - Turn order flow is reversed. Does nothing in 2 player mode.

Skip - Skip the next player's turn.

Go Again - Immediately take another turn

Fish - Ask another player for a specific suit or rank. If they have any, they must give you one of their choice. Otherwise, they say "Go fish", and you draw 1.

See Hand - Choose another player. They show you their hand for up to 10 seconds.

Draw & Discard 1 - Draw 1 from the draw pile, then discard 1 of your choice. The discarded card does not trigger discard actions.

Exchange 1 - Choose another player. You both give each other a card face-down.

Search Discard - Take any 1 card from the discard pile this was discarded into.

Play Modifiers - Changes how cards can be played on the board

KA2 - This Ace card can be in a run with both a King and a 2.

Cross - This card can simultaneously be in a run and a set. Both count as distinct groups. If you only create one of the groups, any other player can play off of this card to create the other group. Both groups have to be started with at least 3 total cards.

Move - This card can be removed from its current group and placed in another group. This can be done as many times as desired throughout the game. You can move it into a new group with 2 valid cards from your hand. Moving it away from a group does not invalidate the group or return any cards to hand; all connected cards remain in-play. One player cannot move another player's cards.

Collectable - If this is the last card someone takes from the discard, they don't have to play it. In other words, anyone can freely collect all cards up to this card without being forced to play anything.

Scoring Modifiers - Only has effects when scoring points at the end

Sponge - When the score is counted, each sponge you have in-play will “absorb” a card of your choice from your hand. The absorbed card counts as 0. The value of the Sponge card does not change.

+5 per group - If you have this in play, each group you own (not cards you played on other player’s groups) gives you +5 points. If you have more than one “+5 per group” card, the bonus is only counted once. Does not stack in any way with Double Run.

+5 on 2 - When this Ace is played in a run on a 2, it is worth 5 extra points. This can be doubled by Double Run.

Double run - If this card is used in a run, that run is worth double points. If you can get multiple in the same run, it is doubled multiple times (there are only 2 in the game, so if you get them both, the run is x4). Other players that play on this run also have those cards doubled.



Special Cards - These cards have no rank or suit.

Transition - Worth -10 points in hand / 0 on the board. Can be played on either end of a run, then a card of the next rank of any suit can be played on this transition card (e.g. 2 of hearts / transition / 3 of spades). Can be used to play on other player’s runs. Another card must be played on this, you can’t leave a Transition as the last card on the run.

Protected - Worth -10 points in hand / 0 on the board. Can be placed on any set to prevent any cards from being added to it by any player. Can be placed on the end of any run to prevent any cards from being played to that end by any player. Note that 2 Protected cards must be used to fully block a run. You are not allowed to protect something that nothing else can play to.

Hot Potato - Worth -25 points. Cannot be played or discarded. Exception: You can play it to your board if you will go out this turn, and it is still worth -25. It can be traded using the exchange card. When you play a new group, if this is in your hand, you may pass it to a player of your choice.

Card List

				
2	New Discard	Double Run	Double Run	New Discard
3		Reverse	Fish	Cross
4	+5 per group	See hand		Collectable
5	Draw & Discard 1		Go Again	
6	Skip	Exchange 1	Cross	+5 per group
7		Search Discard		
8	Move	Move	Move	Move
9		Go Again	Draw & Discard 1	Reverse
10	Exchange 1	Cross	Sponge	
J	See hand			Search Discard
Q			Skip	Fish
K	Cross	Sponge		
A	KA2	+5 on 2	+5 on 2	KA2

Special Cards:

Transition x2

Protected x2

Hot Potato x1