**Rules**

Each Player gets dealt 10 cards

Cards that are not in sets or runs will be totaled up and become the players deadwood

* Number cards are face value
* J, Q, K are worth 10

At each turn one card must either be picked up from the middle or from the deck

Player must then play a card to put into the middle, play continues like this

**Round Over Conditions**

Knock - Deadwood is lower than 10. Can be undercut

Gin - Players cards are all in sets and runs except one card

Super Gin - All cards in hand are in sets or runs

**If a knock occurs.**

Player on the receiving end of a knock gets to add any left over cards that are not in sets or runs to the sets and runs of the knocker.

Deadwood is then totaled up and compared.

If the knocker’s deadwood is lower than the opponents at the end then that’s a undercut and 25 points plus the difference in deadwood is added to the opponents score

**If Gin occurs.**

Player that calls gin will be given 25 points plus the difference in deadwood.

Opponent cannot add any cards to the callers hand

**If Super Gin occurs.**

Player that calls it gets 30 points added to their score plus the difference in deadwood.

Opponent cannot add any cards to the callers hand

**Player wins the game when their score reaches 50/50**