

Progressive Rummy Rules

One deck of cards (including jokers) for every two players.

Nine cards are dealt to each player. Jokers and/or deuces are wild. Dealers choice.

Two types of melds: Books and Runs:

Books always require 3 or more cards of the same rank.

Runs always require 4 or more cards in sequence in the same suite.

Aces can be low or high, but you cannot play Q-K-A-2.

You cannot have more wild cards in a book or run as natural cards.

You cannot go down until you have at least the required runs and books for that round.

You cannot have extra runs or books for a round, but you can have longer runs and longer books.

On your turn you can swap a natural card for a wild card in any already played "run", but only if you can use the wild card immediately.

You can buy 3 cards. If more than two players want to buy a card, the player closest to the discarder in a clockwise direction gets priority. When you buy a discarded card, you must also take the top card from the stock pile.

The round ends when a player has played all their cards, or when all players are down.

Scoring

Add up the cards in your hand that you have not played. Then add that to your previous score.

Wild cards:	25
Aces:	20
10 and face cards:	10
Other cards:	5

Lowest score after 7 rounds wins.

Rounds:

- 1 Two books.
- 2 One book, one run.
- 3 Two runs.
- 4 Three books.
- 5 Two books, one run.
- 6 One book, two runs.
- 7 Three runs.