

Readme

Modified Gin Rummy Semester Final Project
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Basic Concepts

Set: Three or four cards of the same rank, for example ♥8♠8♦8 or ♥Q♠Q♦Q♣Q

Run: Three or more cards in sequence in the same suit, for example ♥A♥2♥3 or ♣6♣7♣8♣9♣10.

Meld: A word for both Sets and Runs. A card cannot be part of more than one meld.

Stock: A deck of facedown cards, in the middle of the table, similar to a discard pile, but it may be drawn from.

Deadwood: Any cards in your hand that are not part of a meld.

Knocking: Ending the round for scoring.

Gin: When all 10 cards in your hand are parts of melds and you have no deadwood.

Big Gin: The same as gin but you have 11 cards.

Objective

The objective of Gin Rummy, played with 10 rounds, is to collect cards into melds and have as little deadwood as possible at the end of a game. The game is scored based on how much deadwood you have at the end of each game.

Gameplay

Modified single player: Ten cards are dealt to the player. The player has the option to pick up or pass the first card. Then the player starts with their first turn, in which they draw from either the stock or deck and add the card to their hand. If they draw from the deck, they may remove any card from their hand to the stock. If they draw from the stock, they may not remove the card they just drew from their hand to the stock. Before their turn ends, they have the choice to knock, which will end their only round. For the single player mode, it is best to knock once you have obtained a gin or big gin. After the player's

turn, the computer draws a card and places it into the stock. The player and computer each take turns until the game ends with the player knocking. In this version, many bonuses are not applicable because there is only one round played.

Modified double player:

This is similar to the single player mode, except instead of a computer player, there is a second human player. This is a modified version because there is no "lay-off" during knocking. An important difference is that if the first player passes the first card, the second player must do so as well. If the first player picks up the first card, so may the second player. There are ten rounds played.

Scoring

Knock points: After all lay offs are made, the knocker scores the difference between his deadwood and the opponents deadwood. For example, the knocker has 3 points of deadwood, and the opponent has 21 points of deadwood, then the knocker scores $21-3=18$ points.

Gin Bonus: If a player gets Gin he gets 25 extra points added to the knock points he already got.

Big Gin Bonus: If a player gets Big Gin he 31 extra points added to the knock points he already got.

Undercut: If a player knocks but the opponent has less or equal deadwood points, then the opponent gets 25 points plus the difference in deadwood points, and the knocker gets 0 points. However, if the knocker gets Gin there is never an undercut, even if the opponent also has 0 deadwood points.

Game bonus: After a player has reached 100 points he gets a special game bonus, 100 points, added to his overall score.

Line bonus or box bonus: This bonus is added at the end of the game, and adds 25 points for each hand won during the game.