OBJECTIVE:

To create cards into sequence and sets. When a player groups his/her cards into the required sequences and sets with all card grouped except one, the player declares to show.

SEQUENCE:

A sequence is 3 or more cards of same suit in consecutive order. A valid order for a sequence is A-2-3-4-5-6-7-8-9-10-J-Q-K-A.

A pure sequence is a group of 3 or more cards within a valid order.

An impure sequence with one or more joker/s.

FIRST LIFE:

A first created pure sequence is called the first life.

SECOND LIFE:

The next created pure or impure sequence is the second life.

SET:

A set is a group of 3 or more cards with the same rank but different suits.

A set can contain joker/s

Note: a set is only valid after the first life is created.

JOKER:

A joker can complete a set or an impure sequence>

The Indian rummy has two types of joker.

Each deck of card has two jokers.

For eg: if a 6 is flipped, then 6 of any suit is a joker.(left centred card is flipped card or a joker.)

SHOW:

A player can show when the following conditions are met:

First life

Second life

13 out of 14 cards must be part of a valid sequence or set in order to show the game.

POINTS:

A point is a value of a card that is not a part of sequence. In case of no pure sequence, total points =80

Tips: always try to have less points.

Each face card has a point value of 10.

Non face cards have their own face value.

If first life exists, a joker will have points value 0.