Gin Rummy

USER'S MANUAL

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RULES OF THE GAME

BACKGROUND

Each player gets **10 cards.** There can be a maximum of 4 players, but we are using 2. The goal is to minimize (ultimately have zero) **deadweight cards** in your hands. **Deadweight cards** are cards not part of a **run** or a **set:**
- A **run** is a sequence of 3 or more cards that are the same suit. EXAMPLE: 3 of spades, 4 of spades, 5 of spades
- A **set** is a sequence of 3 or more cards with the same value. EXAMPLE: 3 of spades, 3 of hearts, 3 of diamonds

*A card can **NOT** count for both a set and a run!!

WHAT HAPPENS DURING EACH TURN

The player MUST take the following actions:
- The player must press deal to start the game.
- Draw the first card from the **stock pile** of cards OR from the **discard pile** of cards. //The discard pile is **face up** and the stock pile is **face down.//-for future implementation**
- Next, the player decides which card she needs the least by discarding one. The card she selects then goes on the top of the **discard pile.**

The player can take the following actions to end the game if their deadweight score is less than 10:
- **Knocking:** If a player's deadweight score is LESS THAN 10, then the player can knock. When a player knocks, the player's opponents can add THEIR deadweight cards to the sets and runs of the player. After this is complete, each player's score is calculated. The player with the LOWEST score wins.
- **Gin:** The ultimate end goal - the ideal knock! This means that the player's cards are perfectly arranged in sets and runs. (Remember, a card that is part of a set can't be part of a run and vice versa!). The game ends and the player immediately wins.

OUR GIN RUMMY GAME

See images on next pages for the Gin Rummy Graphical User Interface

There will be four tabs on the Gin Rummy GUI:

1. **About/Rules/Instructions.** Basic welcome screen for the player and then a description of the rules of the game and instructions on how to use the Gin Rummy GamePlayer.

2. **Gin Rummy:** (GamePlayer): This is the interface where the user will interact with and play the Gin Rummy Game. The player will play the game by pressing cards and pressing buttons. There will be spots for the stock pile and the discard pile (the stock pile will not show cards and the discard pile is face up!). The player can draw a card from the stock pile by pressing the stock pile and draw a card from the discard pile by pressing the discard pile. The player can restart the game by pressing the "Start new" button. The player must select a card to discard after drawing a card, and does so by selecting a card in her hand and hitting the "Discard" button. That card will then be added to the top of the discard pile.

Gin Rummy

Stock Pile   Discard Pile

Welcome to Gin Rummy!

Deal   Gin   Knock   New Game   Deadweight Score: 0

Gin Rummy

Stock Pile   Discard Pile

Welcome to Gin Rummy!

Deal   Gin   Knock   New Game   Deadweight Score: 91