

# RULES of RHINE RUMMY

This game was devised by David Mallen whilst cruising the Rhine River in Germany in 2008.  
It is a form of *Rummikub* but uses cards instead of tiles.

- Main features:**
- *Table sets of cards and add to tabled sets to get rid of all your cards.*
  - *A set of at least 3 'natural' cards is required to qualify before you can table cards.*
  - *You can manipulate tabled sets to form new sets and quickly get rid of your cards.*
  - *Jokers are 'wild' cards. Only one Joker is allowed per set.*
  - *Jokers can be replaced by the card they represent and used to form new sets.*
  - *If you Qualify and Go Out in the same turn you go "Down & Out"!*



<b>RHINE RUMMY</b>	
<b>The Game</b>	<p>The game consists of 10 Rounds. Players form sets of cards and place them on the table. They may also add individual cards from their hand to the tabled sets. This may involve manipulating the tabled sets to form new sets.</p> <p>The Round ends when one player has tabled all their cards. The other players then count the face value of the cards in their hand to form their score. The player with the lowest score after the 10 Rounds wins.</p>
<b>The Aim</b>	To make sets of 3 or more cards and table all your cards. (See Sets, below.)
<b>The Pack</b>	2 packs + 4 Jokers. (Extra packs may be added for more players.)
<b>The Players</b>	Two or more players, playing individually.
<b>The Cards</b>	Jokers are 'wild' cards. i.e. They may take the place of any other card. (See The Joker, below.) The other cards are 'natural' cards. Aces may be 'low' or 'high'. (See Sets, below.)
<b>Sets</b>	<p>There are two types of sets of cards:</p> <ol style="list-style-type: none"> <li>1. A group of 3 or more cards of the same value. e.g. 4 Queens.</li> <li>2. A sequence of 3 or more cards of the same suit. e.g. 3♥, 4♥, 5♥ &amp; 6♥.</li> </ol> <p><u>Only one Joker may be used per Set.</u> e.g. 3♠, 4♠ &amp; <b>JOKER</b> (= 5♠)</p> <p>Aces may be 'low' or 'high' in a sequence. e.g. Ace, 2, 3 or Jack, Queen, King, Ace. The sequence King, Ace, 2 is not allowed.</p>
<b>The Deal</b>	<p>Shuffle the cards and deal 10 cards per person.</p> <p>The remaining cards are placed face down and split to form 2 Pick-up Piles and placed at opposite ends or corners of the table for convenience. (1 pile may be used for the 2-player game.)</p> <p>The player on the left of the dealer starts play.</p>
<b>To Qualify</b>	<p>To qualify to begin tabling cards you must first table a "qualifying set" of at least 3 'natural' cards. The "qualifying set" must not contain any Jokers.</p> <p>Once you have tabled a "qualifying set" continue play per Qualified Play, below.</p> <p>If you do not have a "qualifying set" in your hand, pick-up the top card from the Pick-up Pile. The card taken from the Pick-up Pile is placed in your hand to complete your turn. It must not be tabled until your subsequent turns.</p> <p>Say "Fin", "Finished", "Your turn" or "Pass" to advise the next player you have completed your turn.</p>

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<b>Qualified Play</b>	<p>Once you have qualified you may table any number of cards to form new sets, add to tabled sets or manipulate sets to form new sets. (See Manipulation, below.) The minimum number of cards in a set is 3. One Joker may be included in a set. (See The Joker, below.)</p> <p>Alternatively, if you cannot or do not wish to table any cards, you must pick-up the top card from the Pick-up Pile. The card taken from the Pick-up Pile is placed in your hand to complete your turn. It must not be tabled until your subsequent turns.</p> <p>Say “Fin”, “Finished”, “Your turn” or “Pass” to advise the next player you have completed your turn.</p>
<b>Manipulation</b>	<p>You may remove cards from, add cards to, or split tabled sets to form new sets using tabled cards and cards from your hand. You must table at least one card from your hand to begin a manipulation. The minimum number of cards in a set is 3. (To manipulate Jokers, see The Joker, below.)</p>
<b>The Joker</b>	<p><u>Only one Joker is allowed per set.</u></p> <p>If the Joker is part of a group of cards of the same value it represents a card of this value. If the Joker is part of a sequence of cards of the same suit its position in the sequence automatically specifies the card it represents.</p> <p><b><u>Tabling a Joker:</u></b></p> <p>You may only table a Joker from your hand when it forms part of a set or when it is accompanied by a ‘natural’ card (from your hand or the table) and added to a tabled set.</p> <p>Just adding a Joker to a tabled set is not allowed. Removing a tabled ‘natural’ card from a set and replacing it with a Joker is not allowed.</p> <p>e.g. Table a 3♥, 3♠ &amp; <b>JOKER</b>.</p> <p>e.g. Add a 3♥ &amp; <b>JOKER</b> to a tabled set of three 3s.</p> <p>e.g. Remove the 10♦ from a tabled set of four 10s. Add a <b>JOKER</b> from your hand and the 10♦ to a tabled sequence of 6♦, 7♦ &amp; 8♦. The <b>JOKER</b> represents the 9♦.</p> <p><b><u>Manipulating a Joker:</u></b></p> <p>You may only remove a Joker from a set by <u>replacing it with the ‘natural’ card that it represents</u>. Once the Joker has been removed from a set it can be nominated as any card. It must remain on the table.</p> <p>Just adding the Joker to a tabled set is not allowed. Removing a tabled ‘natural’ card from a set and replacing it with the Joker is not allowed.</p> <p>If the Joker is removed from a set and it is not possible to use it to form another set, it must be returned to its original set (in its original position, if the set was a sequence) and the ‘natural’ card placed elsewhere on the table or back in your hand.</p> <p>e.g. 4 Queens and a <b>JOKER</b> form a tabled set. You must add another Queen to the set if you wish to remove the Joker. You may then use the Joker to add to or form another set.</p> <p>e.g. A tabled set consists of a 7♣, <b>JOKER</b> &amp; 9♣. You must replace the Joker by the 8♣ if you wish to remove it from the set. You may then use the Joker to add to or form another set.</p> <p>It could even be returned to the original set to represent the 10♣ and you could add the Jack♣ to the set.</p> <p>e.g. A tabled set consists of a 7♥, <b>JOKER</b> &amp; 9♥. You may <u>not</u> remove the 7♥ &amp; 9♥ to form other sets, then add two 8s to the Joker to form a set of three 8s. You can only use the Joker by replacing it with the 8♥.</p>

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<b>End of Play</b>	<p>If you have tabled all your cards, you Go Out and the Round ends. (See Going Out, below.)</p> <p>If you Qualify and Go Out in the same turn, you have gone “Down &amp; Out” and you receive a bonus score! (See “Down &amp; Out” Bonus, below.)</p> <p>If the Pick-up Pile is exhausted and a player cannot table a card for their turn, play ends for that Round. Other players may not table cards.</p> <p>The player on the left of the dealer, deals the next Round.</p>
<b>Going Out</b>	When you table all your cards, you Go Out and the Round ends. Your score is zero. The other players must not table any cards after you have Gone Out.
<b>“Down &amp; Out” Bonus</b>	If you go “Down & Out” you receive a bonus of –20 points.
<b>The Score</b>	<p>The value of the cards remaining in your hand counts towards your score.</p> <p>The number on the card is its points value.    2s = 2 points, 3s = 3 points, 4s = 4 points, etc.          Jacks = 11 points, Queens = 12 points, Kings = 13 points,          Aces = 15 points, Jokers = 20 points.</p>
<b>Winning Score</b>	The winner is the player with the lowest cumulative score after the 10 Rounds.

<b>Tactics</b>	<p>You may wish to keep some cards (that can be tabled) in your hand, and table them in subsequent turns, rather than having to pick-up new cards from the Pick-up Pile. The risk in doing this is that you may not be able to table the cards when it is your turn or, if another player Goes Out, these cards count towards your score.</p> <p>Table high value cards first. The Joker may be used to help achieve this.</p>
<b>Variations</b>	<p>There are a number of optional variations to the basic game. These must be agreed and announced before play begins.</p> <ol style="list-style-type: none"> <li>1. The “qualifying set” consists of one or more sets with the total minimum value of 30 points. Jokers may be used in the “qualifying set” but their value is only that of the card they replace.</li> <li>2. Twos are also ‘wild’ cards. They are not used as ‘natural’ cards to form sets. Their value is 50 points.</li> <li>3. The points value of each card is similar to Canasta. (If a Canasta pack is used, the points are printed on the card.) The exceptions are 2s and 3s that have a value of 5 points only.              i.e. 2s – 7s = 5 points, 8s – Kings = 10 points, Aces = 20 points, Jokers = 50 points.</li> </ol>

*Rhine Rummy is now on the [www.pagat.com](http://www.pagat.com) website*