

# RULES FOR RUMMY

**T**HE cards are shuffled and dealt as follows: If two play, seven cards are dealt to each player; if three or more, six to each. The dealer places the remaining cards face down on the table, draws off the top card, and places it face upward beside the pile, forming the base of the "discard pile."

Each player tries to get rid of his cards by playing "Sequences" or "Sets," the first to do so is the winner. A Sequence is three or more cards of the same suit having consecutive numbers as 6, 7, and 8, of "Zebra." A Set is three or more cards of the same number, as three 6's or 3 10's.

Play is begun by player at left of dealer, who draws a card from either the top of the pack or the top of the discard pile, and forms, if possible a sequence or set which he lays face upward before him. He then discards one card to the discard pile. He may form more than one sequence or set if he can, but may only draw and discard once. This order of play, draw, play, and discard must be followed, unless player is unable to play or desires to hold back cards to block opponents, when he merely draws and discards as usual.

Any sequence or set already played may be added to by playing cards next in order in either direction. If all cards in the center pile are drawn before game is won, the discard pile may be shuffled, turned face down, and a new discard formed beside it.

When a hand is won, each player sets down against himself the total of the number on unplayed cards in his hand, and the game is continued until each player has dealt once. The player with the smallest number of points wins.