

# RULES FOR RUMMY

Shuffle the cards and deal them one at a time face down until each player has 6 cards; if two play, deal 7 cards to each player. Place the remaining cards face down in the center of the table; these will be the "drawing pile." Place the top card face upward beside the drawing pile; this is the start of the "discard pile."

Each player tries to get rid of his cards by playing "Books" or "Sets." A Book is 3 or 4 cards of the same animal, as 3 Lions or 3 Zebras. A Set is 4 or more cards with the same number, as a Tiger No. 2, an Elephant No. 2, etc.

Play is begun by player at left of dealer, who draws a card from either the top of the drawing pile or the top of the discard pile, and forms if possible a Book or Set which he lays face upward before him. He then discards one card to the discard pile. He may form more than one Book 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.

To a Book of 3 cards which has been played may be added the 1 remaining card of that book by any player. To any Set of cards that has been played may be added any card or cards of the same denomination by any player. If all cards in the drawing pile have been used before the game is won, the discard pile may be shuffled and turned face down to form a new drawing pile.

A game is ended if a player clears his hand of all cards or when no cards remain in the drawing or discard piles. All players then total the numbers on the cards in their hands. The player with the smallest number of points wins.