

Improved RULES

== FOR THE GAMES OF ==

RUMMY

SOMETIMES CALLED COONCAN

Parquet, Numero, Fozzle,
Coronado, Jaimy, Sachem,
Doolittle, Quatro, Despised
Nines, Moosehead, Etc.

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Edition

RULES FOR RUMMY

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Shuffle the pack thoroughly. When two play, deal eight cards to each player. If there are three or more players, deal six cards to each. Place balance of pack in center of table *face down*, then draw off top card and place it face up beside turned down pack to form base of a "discard pile."

THE OBJECT OF EACH PLAYER

is to get rid of all of his cards by playing if he can "SEQUENCES" of any three or more cards of the same suit (such as 3, 4, 5, or 9, 10, 11) or by playing "A SET" of any three or more cards of the same number (such as three 5's or three 7's).

The first player playing out all his cards under the rules WINS.

The played cards are laid down in rows in front of the player.

THE PLAY OF

each player is always in this order,—Draw, Play, Discard, and must never be varied, ex-

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cepting when after drawing a player cannot, or does not desire to make a play, in which case he simply draws and discards.

The Draw is for the purpose of constantly freshening a player's hand and consists of his taking either the top card of the turned-down pack, or the top card of the Discard Pile lying beside it.

The play consists in laying down from one's hand any "SEQUENCE" of three or more cards (such as 4, 5, 6, or 7, 8, 9),—or any "SET" of three or more cards of the same number, (such as three 8's)—or any card that can be properly added to "sequences" or "sets" previously played.

The Discard consists of selecting any card from your own hand and "giving it away" by placing it face up on the **Discard Pile**. This is in exchange for the card drawn and to dispose of the least desirable cards. The card just drawn may be discarded instead of another if a player prefers.

Any "sequences" or "sets" already played to the table, whether your own or an opponent's, may be **ADDED TO** as follows:

If, for example, a "SEQUENCE" of 3, 4, 5 lies anywhere on the table, a player having

or drawing 6 of that suit may add that to the sequence, making it read 3, 4, 5, 6, and if he also had a 2 he could also play that before the 3.

Also, if a player has or draws a card of the same number as a "SET" of three cards already upon the table, he may add that card to that row, thus he may add a 5 to three other 5s already played.

The turn to play passes to the left. A player may **draw only one** card and **discard but one** card at a turn, but he may play from his hand any combinations as above described **and as many as he may have**. **IT IS ALLOWABLE** for a player to hold back his play if he desires, but in each turn he **must draw and must discard**. The idea of holding back cards which he could play is to block his opponents until such time as he figures he can wisely put them down. Some players are apt to hold back their cards too long, however, and are "caught" as a result.

Should all the cards of the central pile be drawn before one of the players wins, turn the discard pile face down and draw from that, forming by discards a new discard pile beside it.

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If a player discards a card he could have played he cannot correct his error.

In winning the hand by playing out his last cards a player may use his last card either to complete—a “set” or “sequence” on the table or place it on the discard pile. In all other turns except the last he is obliged to discard a card. On the “running-out” play it is optional.

The first player running out of cards WINS that hand. Each of his opponents has as many points set down against himself as his unplayed cards total. That is, a player left with 10, 3 and 4 has 17 set down against himself. THE GAME CONTINUES until each player has had one deal, deal always passing to the left. The player having the fewest points against him WINS THE GAME.



