

Continental Rummy

THE PACK

Use two 52-card decks and add in 1 Joker per pack, for a total of 106 cards

OBJECT OF THE GAME

To win a Hand by scoring the most points by melds to the table

CARD VALUES/SCORING

The rank of the cards is-- A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.

Melding requirements - to go out, a player must meld their entire hand and it must be one of the following combinations:

Five three card sequences or

Three four card and one three card sequence or

One five, one four, and two three card sequences

The player who goes out collects from each other player:

1 for going out

1 for each deuce and 2 for each joker they meld

10 if they use no deuce or Joker

7 for going out on first turn

10 for going out on a first turn without drawing

10 for having all fifteen cards in one suit

THE DEAL

Each player is dealt fifteen cards, three at a time. The next card is turned up to being the discard pile and the undealt cards form the Draw pile.

THE PLAY

IN each turn a player may take the top discard or top card of the stock and must then discard one card. There is no melding until a player can go out.