

Tunk

RANK OF CARDS

K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. (In hoyle forms of Rummy, the ace may rank either high or low.)

OBJECT OF THE GAME

Each player tries to form matched sets consisting of groups of three or four of a kind, or sequences of three or more cards of the same suit.

THE DEAL

Seven cards are dealt to each player. All remaining cards become the stockpile and the top card is drawn and placed face up next to it. This is the first card (upcard) of the discard pile.

THE PLAY

Deuces are wild. Each player in turn must either draw from the stock or take the top discard, followed by discarding. Only the player on the dealer's left, whose turn comes first, may take the first upcard. Before discarding, the player may "tunk" (knock) if their unmatched cards count five or less. The player then spreads their hand, separating matched and unmatched cards. A matched set may have no more than four cards and must include two natural cards. A sequence may be three cards or more. Each other player then has one turn to draw, take the discard, meld, lay off on the tunker's melds, and discard. (If all the tunker's cards were matched, no one may lay off on their hand).

HOW TO KEEP SCORE

After each player has had a turn, the count of each player's unmatched cards is scored against them. (A deuce counts only 2 points.) If the tunker does not have the lowest count, they are charged double their count. When a player's score reaches 100, they are out of the game. Play continues until there is only one player left, who is the winner.

If the stock is exhausted, the hand is dealt and there is no score.