

Rummy 500

The rules on one page

Players

2 to 8. Best with 3 to 5.

You need

One standard 52-card deck for 2 to 4 players, two decks for 5 to 8, plus paper and a pencil for the score

Goal

Get as many points as you can onto the table before someone runs out of cards

Game ends

When a player's total reaches 500 points. The highest total wins.

Setup

1. Use one standard 52-card deck with no jokers for 2 to 4 players. For 5 or more, shuffle two decks together.
2. Draw cards to pick the first dealer. The lowest card deals, with the ace low. After each hand the deal passes to the left.
3. Deal one card at a time, face down, clockwise from the dealer's left: 13 cards each for 2 players, 7 each for 3 or more.
4. Put the rest face down as the stock. Turn its top card face up beside it. This upcard starts the discard pile.
5. Keep the discard pile spread in an overlapping row so every card shows. The player on the dealer's left goes first, and play passes clockwise.

How to play

1. **Draw from the stock or the discard pile.** Start your turn by drawing. Take the top card of the stock, or take any card from the discard pile along with every card lying on top of it.
2. **Use the deepest card at once.** The deepest card you take from the discard pile must go onto the table that same turn, in a new meld or laid off on one already down. If you cannot use it, do not take it. The other cards go into your hand.
3. **Lay down melds.** You may lay sets and runs face up in front of you. These are melds. A set is 3 or 4 cards of the same rank. A run is 3 or more cards of one suit in order. An ace can be low (A-2-3) or high (Q-K-A), but a run cannot pass through it (K-A-2).
4. **Lay off cards on any meld.** You may add cards from your hand to any meld on the table, yours or another player's. This is laying off. Keep each card you lay off in front of you, because it scores for you.
5. **Discard one card.** End your turn by putting one card face up on the discard pile, overlapping the last discard so both show.
6. **Go out to end the hand.** The hand ends the moment a player has no cards left. The last card may be melded, laid off or discarded.

7. If the stock runs out. If the stock is empty, the player whose turn it is may still take from the discard pile. If they do not, the hand ends with nobody out.

8. Score the hand. Each player adds up the cards in front of them, melded and laid off, then subtracts the cards still in their hand. The result goes onto their running total. It can be below zero.

What counts as a meld

Cards	Meld	Why
8♠ 8♥ 8♦	Yes, a set	3 cards of the same rank
A♣ 2♣ 3♣	Yes, a run	The ace is low here and counts 1 point
Q♥ K♥ A♥	Yes, a run	The ace is high here and counts 15 points
K♠ A♠ 2♠	No	A run cannot go round the corner
4♦ 5♦ 6♣	No	A run must stay in one suit
6♠ 6♠ 6♥	No	With two decks, a set needs different suits

Scoring

What each card is worth

Card	Points
Ace	15
Ace at the low end of an A-2-3 run on the table	1
King, queen, jack or 10	10
2 through 9	The number on the card

Your score for one hand

Cards	What they do
Cards you melded, in front of you	Add their points
Cards you laid off, in front of you	Add their points
Cards still in your hand	Subtract their points

The first player whose total reaches 500 or more wins. If two or more players pass 500 on the same hand, the highest total wins.

