Rummy/Rummoli

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To Start: Players cut the cards for high card to determine the dealer (Ace is High). Coins are divided evenly among the players. Each player places a coin in each of the nine trays of the board. The center tray represents the " Pot". One of the remaining 8 trays represents the "Poker Pot". The 7 other trays marked with paying cards. The dealer deals all the cards, one at a time, face down, dealing an extra hand (spare hand) beside them. Some players may have more cards than others. This does not matter.

Spare Hand: The dealer's hand may be exchanged for the spare hand. The dealer can look at their hand first. The spare hand may not be looked at before this exchange is made. If the dealer does not take the extra hand, then it may be auctioned to the highest bidder. All players can examine their own cards before entering the auction. The player that bids the most in coins wins the auction and all proceeds of the auction goes to the dealer. The extra hand must be accepted by the player who won the auction even if it turns out to be a worse hand. The hand exchanged for the spare one is now dead, and cannot be used at all in that round. It should be placed face down so that the cards are not known to any other player.

Method of Play: There are two parts to the game, Poker play and Rummy play. Both are described below:

Poker Play: Each player selects five cards from their hand to create the strongest poker hand possible. For the time being, the remainder of the cards are laid aside, face down.

Method 1: Players show their poker hands on the table face up. The player with the highest poker value takes all the coins in the "Poker Pot".

Method 2) Players do not show their hand. Players bet and raise the bet as in a regular Poker game. Bets are placed in the "Poker Pot" The player who forces all other players out of the game or who has the best poker hand, when hands are shown, wins and takes all coins in the "Poker Pot". Players already out may not take the pot even if they hold better hands than those shown later.



Rank Of Poker Hands From Low Hand To High Hand:

Low Hand ~ Any pair will beat this hand
1 Pair ~ Any two matching cards of any suit.
2 Pair ~ Any two sets of matching pairs
3 Of A Kind ~ Any 3 matching cards
Straight ~ Any 5 cards in sequence
Flush ~ Any 5 cards of the same suit
Full House ~ Any pair in combination with 3 of a kind
4 Of A Kind ~ 4 matching cards of all suits
Straight Flush ~ Any 5 cards in sequence of the same suit
Royal Flush ~ High Hand - An 10,J,Q,K,A of the same suit

cont..

Rummy Play: The players now pick up the cards that they had aside for the Poker Play and arrange their entire original hand including their poker hand, in suits: Hearts, Diamonds, Clubs & Spades, in order from low to high card (The 2 is low and the Ace is high for all suits). The object is to get rid of all your cards you holding to win the "Pot". The winner of the poker hand leads off with the lowest card of any suit, face up in front of the player, and calls it aloud. Two or more cards with consecutive numbers in the same suit may be laid down, Staring from the player's left, it's now up to any other player at the table to lay down the next highest card(s). The card(s) played must be in numerical sequence and of the same suit. Play continues in this manner until the Ace of the suit has been played, or until the sequence of play has been broken. The sequence is broken when the next card, to be played in numerical sequence, is buried in the dead hand. When this occurs, the player who played the last card, leads off with their lowest card in a different coloured suit (i.e. if they where using hearts or diamonds then now it switches to black suits, spades or clubs.

If an Ace of a suit breaks the play, and another player still has cards of the same suit remaining in their hand, that player on their turn provided they are able to change the color to match the suit, may still call aloud the same suit. When a player has only one card remaining in their hand, the card can't be played unless it's the correct colour or in proper sequence. Otherwise, the player must pass on their turn. Play continues until one player no longer has any cards remaining in their hand. If a deadlock occurs, that is, if no player is able to change color of the suit (i.e. Each player holds Clubs and/or Spades and no one is able to change the colour to red), the hand is finished and each player must place a coin in the "Pot" for each card left in their hand. No player wins the "Pot" when this occurs. The pot continues to grow until a player wins the rummy play (runs out of cards).

Play Cards: There are seven trays marked with cards or combinations of cards. The player who lays down one of these cards, or combination of cards, collects the coins on the similar marked tray. (i.e. If one player lays down the 7,8,9 cards of the same suit in numerical sequence, the player wins that pot and takes all the coins from that tray or if a player lays down an Ace of Spades then they collect all the coins for the tray marked Ace of Spades). The coins in the tray located in the center of the game "Pot" are claimed by the first player to get rid of all the cards in their hand. This marks the end of one full round. All other players pay the winner one coin for each card left in their respective hands. The deal passes to the left. At the start of each new hand each player places another coin in each one of the nine trays in the play area.
Coins not claimed at the end of a round are allowed to accumulate from round to round until it is won.

To End The Game: Play as many rounds as you like. All players must mutually decide when the game is to end.
At the end of the game, all remaining coins go to one player: This may be decided by;
1) Cutting a shuffled deck of cards; the highest card takes all the remaining coins
2) By playing a standard hand of poker (5 cards per player); the best poker hand takes all the coins.

Alternative Play: Some people do not enjoy playing poker. So instead of the poker pool assign that tray a lower card. (i.e.: 6 of clubs, for that round the poker pool is now won by playing 6 of clubs. Even alternate through the low cards each round.

WARNING:
CHOKING HAZARD - Small Parts.
Not for Children under 3 years old.

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