

MICHIGAN Rummy

INSTRUCTIONS

Ages: 6+

Players: 2 - 4

CONTENTS: Playing cards, yellow, red and blue chips, and game sheet

SET-UP: Place the game sheet in the center of the playing area. One player is to be the banker and distributes an equal number of each color of chips to each player. (distribute ALL chips) Yellow chips are the lowest with a value of 1 point, red chips are 2 points and blue chips are 3 points.

Determine the dealer and discard the jokers from the card deck. The dealer deals ALL of the cards, one hand to each player plus one extra hand. (i.e. four (4) players are in the game, deal five (5) hands.)

Before play, each player should place one yellow chip on each space around the game board, and one in the pot. Players look at their hands and the dealer may exchange for the extra hand if desired, or sell it to the highest bidder (using chips to barter). The dealer cannot look at the extra hand before exchanging hands.

GAME PLAY: The player to the left of the dealer selects the lowest black card in their hand and places in the middle of the game sheet face up. The next player follows with the next card in sequence matching the suit. Players may play more than one card at a time if the cards follow the sequence and suit. If a player does not possess the proceeding card they must give a chip to the Kitty (start with lowest point chips first). Play then goes to the next player. Once the black suit has been played through, play begins again with a red suit.

As the rummy hands are played, a player playing a card or cards matching a space on the game sheet, collects all the chips on that space. To collect chips on the King-Queen of Hearts or 7-8-9 spaces, a player must play these particular cards in succession. If the game ends before the chips have been collected, they remain on the game sheet until the next game (if playing multiple games).

When none of the players can make a play, each player should put one yellow chip into the Kitty for each card left in their hand and the game ends.

If play continues, the game ends when a player disposes of all his cards. The player may collect all the chips from the Pot and Kitty plus one chip from each player for each unplayed card in their hand. If the losing players are out of yellow chips they must give their next highest chip to the player. Players add the value of their chips, and the player with the highest score is the winner.

Players may choose to play a determined number of games, keeping track chip scores for each game. When the determined number of games is complete, Total scores are tallied to determine the winner.

