

RULES FOR RANDOM RUMMY12

Contents: 96 numbered cards
Ten Wild Cards
Six Draw 2 Cards
One Joker
Six Hands at a Glance Cards
50 2-sided Scorekeeping sheets

Recommended: Three to five players, ages 12 and up

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| 1) two 4-card sets | 7) two 4-card runs |
| 2) three 3-card sets | 8) two 5-card runs |
| 3) two 5-card sets | 9) one 7-card run, all one color |
| 4) one 4-card set, one 4-card run | 10) one 8-card run |
| 5) four pairs | 11) one 10-card run |
| 6) two 3-card sets: one even-numbered and one odd-numbered | 12) eight cards, any colors, all 9 or higher |

NOTE: Any play (with the exception of “buys”) may only be made when it is a player’s regular turn to play.

Object: The object of Random Rummy12 is to be the first player to complete all 12 hands, in random order; or, in the event of more than one player finishing 12 hands in the same round, the player with the lowest score shall be the winner. This will likely require a player to attempt some hands more than once.

Option: If a shorter game is desired, players may opt to play only the first six hands.

Sets: A set consists of three or more cards of the same number, any colors.

Runs: A run consists of four or more cards in consecutive order, any colors (except hand number 9).

Play: Each player will be dealt 12 cards. The remaining cards will be turned face-down on the table. These cards comprise the playing deck, from which players will draw. The dealer will turn up the top card from the playing deck.

Player to the left of the dealer will begin play by either picking up the card turned up by the dealer or by drawing one card from the playing deck and then discarding one card from his/her hand. If the next player does not want the discard, then the remaining players have the option to buy it (see “Buys” below). Play will then continue clockwise, with each player attempting to complete the hands above, in random order. Only the top card on the discard pile may be picked up or bought. Once a player picks up the discard, the cards remaining on the discard pile are “dead” and cannot be picked up or bought.

When a player completes a hand, he/she lays down those cards which comprise that hand. At this time, he/she may also play on any players’ hands that are currently on the table. This is done by extending a run or adding to a set, etc. that has been played by another player. **NOTE:** Any run or set may contain more than the required number of cards.

The player will then discard one card. In order to go out, a player must have a discard that does not play on his own or another player’s cards. If this player does not have a discard, then the hand will continue until a player is able to lay down all his cards and has a discard. Each player then moves on to the next hand of his/her choice.

NOTE: Each player may attempt to complete more than one hand at a time (for example, hands one and three, or any other two hands). If you choose to attempt more than one hand, these hands must be laid down simultaneously.

Scorekeeping: It is suggested that each player keep track of his/her own score. Scores may be kept in the blocked columns of the enclosed score sheets. As you complete each hand, simply check off or mark thru that hand. If you prefer to choose one person to keep score, then at the end of each hand, it is each player's responsibility to advise the scorekeeper as to which hand that player has completed and of the number of points to add to or deduct from his/her score.

Scoring: Cards 1 thru 9: 5 points; cards 10 thru 12: 10 points; Draw 2 Cards: 20 points; wild cards: 25 points; Joker: 50 points. All points remaining in your hand will count against you.

Buys: Players are permitted to "buy" a card. A "buy" consists of picking up a card discarded by another player when it is not actually your turn to play, and also taking the top card from the playing deck. A player does not discard after making a buy. You may buy a card only if no one playing before you wants the card. A "buy" may not be played at the time it is picked up, but must be held in player's hand until he is able to play it during his regular turn. The number of buys a player may make is unlimited. A player who has already laid down his/her hand is not permitted to buy.

Wild Cards: There are 10 wild cards which can be substituted for any card of any color. A wild card may be played with a player's cards when laying down his/her hand. Also at that time, a player may remove any wild card from another player's hand that has already been laid down, replace it with the appropriate card, and play the wild card anywhere he chooses. Any wild card replaced by another card must be played during a player's regular turn. Any number of wild cards may be played in any hand, so long as each hand contains at least one numbered card.

Draw 2 Cards: There are six Draw 2 Cards in the deck. Whether you are dealt this card, or you draw it, you may choose to (a) immediately draw the two extra cards, (b) hold the Draw 2 Card in your hand to play later in the hand, or (c) give the card to another player, who will immediately draw two extra cards. You will then discard. If the card is given to the player whose turn is next, then that player will actually draw a total of three cards (the card drawn during his/her regular turn, plus the additional two cards). During a player's regular turn, more than one Draw 2 Card may be given to other players, but not more than one Draw 2 Card may be given to any one player. Once a player has drawn his/her two extra cards, the Draw 2 Card should be placed on the discard pile; however, the Draw 2 Card is never considered to be a player's discard.

Joker: Each Random Rummy12 deck contains only one Joker. If the Joker is turned up by the dealer, the first player must pick up the Joker. Upon laying down his hand, if a player is holding the Joker, it should be laid aside immediately. If a player draws the Joker after laying down his hand, the player should simply lay the Joker aside. Fifty points will be deducted from the score of that player. Fifty points will be added to the score of a player who gets caught with the Joker in his hand. The Joker may not be discarded.

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