

Double Rum

'Double Rum' is not a bad name for this game, because it is a variation of Rummy (see page 148), played with two packs of cards shuffled together with two Jokers.

Number of players

The game may be played by up to eight players; each plays for himself.

Cards

Two identical packs are used with two Jokers, making 106 cards. Aces rank either high or low, but not round-the-corner (K–A–2), and Jokers are wild.

Ten cards are dealt face downwards to each player. The rest (the stock) is placed face downwards in the centre, with the top card placed face upwards alongside it to start the discard pile.

How to play

The object of the game is to get rid of all cards held, by melding them face upwards on the table, either in sets of three or more of the same rank, or in sequences of three or more of the same suit.

The player to the left of the dealer starts. He is under no obligation to meld, but he must take either the top card of the stock or the top card of the discard pile, and discard a card to reduce his hand to ten cards. If he chooses to meld he must do so between drawing a card and discarding one, and as well as melding, at the same time he may add

cards to melds that he has already made, and to those of his opponents.

A Joker may be moved from one end of a meld to the other, provided the player has the card to replace it. If, for example, a sequence is: ♠ 6, 7 8, Joker, a player who holds a ♠ 9 may play it in place of the Joker and transfer the Joker to represent the ♠ 5. However, a Joker cannot be moved a second time and a player who holds a ♠ 5 cannot play it in place of the Joker and place the Joker elsewhere. Nor can a Joker be moved or replaced if it is in the interior of a sequence, as in ♠ 4, 5, 6, Joker, ♠ 8. When a Joker cannot be moved it is customary to place it crosswise, as a reminder to the other players.

The game is won by the player who is first to meld all his cards. The other players pay him the same number of units as the pip value of the unmelded cards left in their hands – a Joker counts 15, an Ace 11, the court cards 10 each, and all other cards their pip values.

If the stock is exhausted before the game has been won, the game continues and the players draw cards from the discard pile, discarding a different card to that drawn.