Rummoli

The rules on one page

Players
2 to 8, each playing for themselves

You need
A Rummoli board, a standard 52-card deck with no jokers, and chips or coins

Goal
Win chips: the poker pot, the pay-card spaces, and the Rummoli pot for going out first

Game ends
When the players agree to stop. The player with the most chips wins

Setup

1. Put the board in the middle and divide the chips evenly. Cut for the first dealer: high card deals, aces high.
2. Before every deal, each player puts 1 chip on each of the 9 spaces. Chips left from earlier hands stay put.
3. Deal the whole deck one card at a time to each player and to one extra hand, the widow. Uneven hands are fine.
4. The dealer may swap their hand for the widow without looking at it first. The hand given up is dead and is not played.
5. Or the dealer may auction the widow. The highest bidder pays the dealer and swaps hands. Whoever takes the widow must keep it.

How to play

1. **Agree how the poker part works.** Agree on one of two ways to play the poker part. In the simple way, everyone shows their best 5 cards and the best hand takes the poker pot. In the betting way, players bet as in ordinary poker, and bets go into the poker pot.
2. **Play your best 5 cards.** Each player picks 5 cards for poker and sets the rest aside. After the poker part, take all your cards back up for the play.
3. **Lead your lowest card.** The poker winner lays down the lowest card in their hand, face up in front of them, and says it out loud.
4. **Play up the suit.** Whoever holds the next card of that suit lays it down and says it. If they hold the card after that too, they keep going.
5. **A stop, and the next lead.** A suit stops at its ace, or when the next card is in the widow or a dead hand. The last player to play leads their lowest card in a suit of the other colour.
6. **Take the chips for a pay card.** Lay down a pay card to take the chips on its space. Win the ace and king of diamonds, or a 7, 8 and 9 of one suit, by laying down all of those cards yourself, one after another.
7. **When nobody can lead.** If nobody can lead a card of the other colour, the hand stops. Each player puts 1 chip into the Rummoli pot for each card in their hand.
8. **Go out to win the Rummoli pot.** The first player to lay down their last card ends the hand and takes the Rummoli pot. Every other player pays them 1 chip for each card still in hand.

The 9 spaces on a common Rummoli board

Space	Who takes the chips
Poker pot	The best poker hand in the first part of the hand
10 of spades	The player who lays down the 10 of spades in the play
Jack of diamonds	The player who lays down the jack of diamonds
Queen of clubs	The player who lays down the queen of clubs
King of hearts	The player who lays down the king of hearts
Ace of spades	The player who lays down the ace of spades
Ace and king of diamonds	A player who lays down the king and then the ace of diamonds
7, 8 and 9 of one suit	A player who lays down a 7, 8 and 9 of the same suit in a row
Rummoli pot (the middle)	The first player to run out of cards

Scoring

Where chips go in one hand

When	Who pays	Who collects
Before the deal	Every player, 1 chip on each of the 9 spaces	Nobody yet
The widow is auctioned	The highest bidder	The dealer
The poker part ends	Bets, in the betting way	The best poker hand takes the poker space
A pay card or pay sequence is laid down	Nobody pays	That player takes the chips on its space
A player goes out	Each other player, 1 chip for each card in hand	The player who went out, who also takes the Rummoli pot
Nobody can lead, so the hand stops	Each player, 1 chip into the Rummoli pot for each card in hand	Nobody. The pot waits for the next player to go out

Agree when to stop, such as at a set time. The player with the most chips wins.