

Rummoli — cheat sheet

2 to 8 players · one 52-card deck, no jokers · ace is high · chips and a Rummoli board



1 Ante

Everyone puts one chip on each of the nine spaces.

2 Deal

One card at a time to everyone, plus a spare hand: the widow. The dealer may swap their hand for it unseen, or auction it.

3 Poker

Everyone picks their best five cards. Best hand takes the poker pot — by showdown, or with betting.

4 The run

All cards back in hand. The poker winner lays their lowest card; the run climbs from there.

The run, in four rules

- Whoever holds the next card of the same suit lays it. Hold several in a row? Lay them all.
- Stop: after an ace, or when nobody holds the next card (it is in the widow, or already played).
- The last player then lays their lowest card of the OTHER colour (red ↔ black). None? The lead passes left.
- Nobody can change colour: deadlock. Everyone pays one chip per card in hand into the Rummoli pot.

Pay cards

Lay 10♠, J♦, Q♣, K♥ or A♠ in the run and you take that space.

7-8-9 of one suit and K-A of diamonds: played strictly, ONE player must lay the whole combination in a row (some tables pay the last card).

End of the hand

First player out takes the Rummoli pot, plus one chip from the others for every card they still hold.

Unclaimed spaces stay on the board for the next hand. The deal passes left.

House rules to agree first

Poker by showdown or with betting? May someone who holds a pay card buy the widow? When does the game end — and how do you split the chips left on the board (one last poker hand, or high card)?