

Rummy – the rules

German Rummy (Rommé), the classic family game. Everything on one page.

What you need

Two 52-card decks + 6 jokers (110 cards), 2 to 6 players.
Everyone gets 13 cards, the dealer 14 – and starts by discarding, without drawing. The rest is the face-down stock, next to it the face-up discard pile.

The goal

Be first to get rid of all your cards – as melds on the table. Whoever goes out scores 0. Everyone else counts their hand as penalty points.

Your turn – three steps

- 1 Draw**
one card from the stock or the top of the discard pile.
- 2 Meld**
lay down sets and runs, lay off on melds on the table – if you like.
- 3 Discard**
one card face up on the discard pile. That ends your turn.

The set



3 or 4 cards of the same rank, each suit only once.

The run



3 or more cards of one suit in sequence. Ace low (A-2-3) or high (Q-K-A), never round the corner.

The opening: 40 points

Your very first meld must total at least 40 points (house rule often 30). Pictures 10, ace 11, a joker what it stands for. Until then you may not lay off anywhere.

Laying off

From the turn after your opening you may add cards to any meld, other players' too. You may not rearrange melds or take cards back.

The joker



Stands in for any card. Never more jokers than real cards in a meld. After your opening you may swap in the real card and take the joker.

Going out

Get rid of your last card and the round ends at once. Hand-Rommé: everything laid down in one turn – no 40-point hurdle, and the others pay double.

Points in hand

	face value
2–10	
Jack, Queen, King	10
Ace	11
Joker	20

Fewest points after all rounds wins.

Agree before you start

- ☐ 30 instead of 40 to open
- ☐ Knocking: claim a discard out of turn
- ☐ Re-meld a freed joker in the same turn
- ☐ Empty stock: shuffle the discards
- ☐ How many rounds – or up to what score?

Two variants with a bite

Same cards, same melds — but the table belongs to everyone.

Robbers' Rummy

- The difference** After your opening you may rebuild any meld on the table: take cards out, move them, split and join melds.
- The limit** Every card stays on the table — nothing goes into your hand.
- Must** At least one card from your hand joins the table in your turn.
- End of turn** Every meld valid: at least 3 cards, a set or a gapless run, never more jokers than real cards.
- Otherwise** as in German Rummy: 13 cards, opening usually 40, the turn ends with a discard.

Royal Robber Rummy

- The robbery** You may take cards from any meld into your hand — as long as every meld is valid at the end of your turn.
- Unlock** Your first own meld — no points hurdle, it works in the same turn.
- No discard** Draw, meld, rearrange, rob — then end your turn.
- Round the corner** Runs may wrap past the ace: K-A-2.
- Robber tax** More than 15 cards at the end of your turn: instead of drawing, the next player takes a random card from you.
- Cards** 2 decks + 6 jokers, 12 each.

Side by side

	German Rummy	Robbers'	Royal
Lay off	✓	✓	✓
Rebuild the table	—	✓	✓
Table card into your hand	—	—	✓
Opening	40	usually 40	no hurdle
Turn ends with a discard	✓	✓	—
Points in hand	2–10 face · pictures 10 · ace 11 · joker 20		

Counting points — an example



Someone goes out and you still hold these four cards: king 10 + seven 7 + seven 7 + joker 20 = 44 penalty points. Had you melded the sevens and used the joker, it would be just 10.

Royal Robber Rummy is free in your browser, no sign-up: rrr.spielio.app — against the computer or online. The score sheet for your table is a separate PDF, and a calculator: spielio.app/rummy/scoring