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a count of the remaining card or cards gives each player's score, the player having the **LOWEST SCORE WINNING**, and receiving from the other players as many points as there are between his count and theirs.

EXAMPLE: A has three 5's, three 7's, and a Dragon (eleven), his score is 11; B has three 6's, 1, 2 and 3 in Dots (a Sequence) and an 8, his score is 8; C has three 7's, a 1, a 2, a 1, and a 2, his score is 6; D has a 7, an 8, a 9, a 10, and a Dragon (11), all in yellow (a Sequence of five) and a 3 and a 1, his score is 4. **D WINS**, getting 2 Points from C, 4 from B, and 7 from A.

The score is kept on a piece of paper by putting the players' initials across the top and drawing vertical lines down the sheet, thus dividing the various players' initials.

In the example quoted above, D's column on the score sheet would have a 2, a 4 and a 7, making a total of 13, as his score for that hand.

**DIRECTIONS FOR PLAYING
THE GAME
OF**

**RAP
RUMMY**

*A NEW METHOD of Playing the Well
Known GAME OF RUMMY, Making
an Interesting Change for Rummy
Players*



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PARKER BROTHERS INC.
Salem, Mass., New York, London

THE CARDS

In this game there are forty-four cards, divided into four suits. The Four suits are:

Bamboos, printed in Green

Dots, printed in Red

Characters, printed in Blue

Flowers, printed in Yellow

These four suits are numbered from 1 to 10 inclusive; together with the following cards in EACH COLOR known as DRAGONS (value 11 in Sequences).

DEALING

The dealer is chosen by putting the well-shuffled pack face down on the table. Each player then draws one card and the player having the lowest of any suit (the dragons are not counted) becomes the dealer. For convenience in playing, after the cards are dealt, it is well to arrange the various suits and honors together, thus showing to the player at a glance the value of each suit.

If from three to six people are playing deal six cards to each player; if only two are playing, deal eight cards to each player. Place the remainder of the pack in the center of the table FACE DOWN; then lift the top card and place it face-up beside the turned-down pack to form the foundation of a "DISCARD PILE."

THE IDEA OF THE GAME

The idea of the game is for each player to get rid of ALL his cards by playing, "SEQUENCES" if he can, of any three or four cards of the same suit (such as 2, 3, 4) or by playing a "SET" of any three or more cards of

the same number (such as three 4's, or three 8's). The first player who plays out all his cards under the rules, WINS. The played cards are laid down in rows in front of each player. The play is always in the following order:

DRAW, PLAY AND DISCARD

This order must never be varied, except when if drawing a player either cannot, or does not desire to make a play, in which case he merely draws and discards.

The DRAW, which is for the purpose of freshening a player's hand, consists of his taking either the top card of the turned-down pack or the top card of the DISCARD PILE.

The PLAY consists in laying down from one's hand any "SEQUENCES" of three or more cards (such as 2, 3, 4) or any "SETS" of three or more cards of the same number (such as three 6's) or any card that can be properly added to any "SEQUENCES" or "SETS" that have already been played.

The DISCARD consists in selecting any card from your own hand and "giving it up" by placing it face upwards on the DISCARD PILE. This play is in exchange for the card just drawn and enables the players to dispose of their less desirable cards. A player may, of course, discard the card just drawn if he prefers to, instead of another.

Any "SEQUENCES" or "SETS" that have already been played on the table either by yourself or played by an opponent may BE ADDED TO as follows: If a "SEQUENCE" of 2, 3, and 4 is lying anywhere on the table, a player either holding or drawing a 1 of that suit may WHEN

HIS TURN COMES, add it to his own or any other player's "SEQUENCE" on the table, making this "SEQUENCE" read 1, 2, 3, 4, and if he also had the 5, he could play that after the 4.

Also, if a player holds in his hand or draws a card of the **SAME NUMBER** as a "SET" of three cards already on the table, he may add that card to that set. Thus, if three 4's were already on the table he could **ADD** the fourth 4 to the three already played. The turn to play always passes to the left.

A player may only draw one card and discard one card at a turn, but when his turn comes he may play from his hand any combinations as described above and as many of these combinations as he may hold, all in the same turn. It is perfectly allowable for a player to hold back his play if he so desires, but as his turn comes each time, he must draw, and must discard. His idea in holding back cards which he could play is merely to block his opponent, until the time comes when he thinks he can wisely put down the cards he is holding back to his own advantage. Some players, however, are apt to hold back their cards too long and consequently often get "caught" to their disadvantage.

If **ALL** the cards in the central pile are drawn before one player **WINS**, turn the **DISCARD PILE** face down and draw from that, forming by your discards a new **DISCARD PILE** beside this pile which has just been turned face-down.

If a player discards a card which he could have used to play with, he cannot correct his mistake. In winning a hand by playing out his last card, a player may use his last card to complete either a "SET" or a "SEQUENCE" on the table or may place it upon the discard pile.

If it is his last card either way, he **WINS**. For every other turn except the last, however, he is obliged to discard a card.

On the play to **WIN** or final play, he may either complete a "SET" or "SEQUENCE" or may discard. The first player who runs entirely out of cards **WINS** that hand. Each of his opponents has as many points set down against himself as his unplayed cards total; that is, if a player has a 3, a 7 and an 8, he has 18 points set down against him.

The complete game continues until each player has had one deal, the deal always passing to the left. The player having the fewest points against him **WINS THE GAME**.

Shuffle the pack thoroughly. When two play, deal eight cards to each player. If there are three or more players, deal six to each player. Place the balance of the pack in the center of the table face down, then draw off the **TOP** card and lay it face up beside the turned down pack to form the basis of a **DISCARD** pile.

The object of each player is to play his hand so as to obtain the lowest score.

1. The player to the left of the dealer, after sorting his hand, can do one of two things: (1) Draw the exposed card from the discard pile, or (2) draw the top card from the pack, which is face down. The turn to play always passes to the left. A player draws but one card and discards but one card at a turn.

2. The play of each player is always in this order, **DRAW, PLAY, DISCARD**, and must never be varied.

3. The **DRAW** is for the purpose of constantly refreshing a player's hand and consists

of taking either the top card from the turned down pack or the top card of the discard pile lying beside it.

4. The **PLAY** is to improve his hand by making a Sequence or completing a Set.

5. The **DISCARD** consists of selecting any card from your own hand and "giving it away" by placing it face up on the discard pile. This is in exchange for the card drawn and to dispose of the least desirable cards. The card just drawn may be discarded instead of another if a player prefers and his hand justifies it that way.

6. A **SEQUENCE** is any three or more cards of the same suit (same color), for example, the 3, 4, 5 of the DOT Suit, or 4, 5, 6, 7 of the FLOWER Suit.

7. A **SET** is any three or more cards of the same number such as three 5's, or four 7's; these **SEQUENCES** and **SETS** being made up as herein explained.

8. After the deal, when a player has examined and sorted his hand, if in his opinion he has the best hand, he may **RAP** the table and the hands of **ALL** the players are immediately shown face-up, the best hand winning, thus ending that hand; or, if at any time during the game a player makes a hand, which, in his opinion, is the best hand, he may **RAP** as before and the best hand **WINS**. Example: in the six card game, should a player hold two sets of 3's (three of a kind) he has a fairly good hand, and may advisedly take a chance that his is the best hand and **RAP**. If a player should hold one **SET** of 3's (three of a kind) and a **SEQUENCE** of three, 1, 2, 3, or 6, 7, 8, of the same suit, he also has a fair hand, and should take a chance and **RAP** as before.

The **LOWEST** hand always **WINS**.

The **BEST** hand is always the **LOWEST**.

SCORING: The winner receives in points from **ALL** the other players the difference between their score and his, each card not included in the sets of three or more or sequences of three or more only being counted. These remaining cards score according to their individual value. In counting, should two players hold the lowest score, say six points, the player having the lowest set of three's (called Sets) or the lowest Sequence of three, would **WIN**. A tie is practically impossible by this process.

Sequences or Sets (three of a kind) should never be exposed until some player **RAPS**; in fact, in Rap Rummy no portion of a hand is ever laid on the table until someone **RAPS** or at the final showdown.

After a player has Rapped, **ALL** the hands are exposed and **ALL SETS** of three or more, and **ALL** the Sequences of three or more of each hand are turned face down; these are **NOT** counted in making up the score. The cards remaining are then counted. If the Rapper's score is lowest, he Wins the difference in points between his score and the score of each of his opponents; but if the Rapper's count is more than the count of any of his opponents, **ALL** of his opponents are given a count equal to the number of points in his hand and he scores nothing.

9. After **ALL** the cards from the original pack of unexposed cards have been drawn, played and discarded, and no player has Rapped, **ALL** the hands are exposed and counted. **ALL** Sets (three or more of a kind) and **ALL** Sequences of three or more are turned down and