

Crazy Rummy | How to Play and Win



Crazy Rummy is one of the most popular Rummy card games that can be played between 3 to 6 players. The game requires players to score the least number of points for winning.

So, if you are interested in knowing more about Crazy Rummy card game, then keep reading further.

- ***Crazy Rummy game goal*** – The aim of Crazy Rummy is to go out as much as possible and score the least number of points in order to win Crazy Rummy.
- ***Number of Players*** – 3 to 6 players
- ***Game Materials*** – One traditional 52-card deck, a way to keep score, and a flat surface.
- ***Game Type*** – Rummy Card Game
- ***Game Audience*** – All ages

How to Setup

The dealer is chosen randomly. The dealer shuffles the deck and deal 7 cards to all the players. The player sitting to the left of the dealer will get an extra card. Thus, they will have 8 cards in their hand. The rest of the cards are placed at the center of the table forming the stock pile.

Card Ranking and Melds

The card ranking in Crazy rummy is as follows from high to low –

King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, and Ace.

Ace is a low card and can't be used as a higher card in runs over a King.

Melds are of 2 types –

1. Sets – Sets are the melds that have 3 to 4 cards of the same rank. Sets cannot comprise of more than 4 cards. This because, even by using a wild, there are just 4 cards of the same rank.

2. Runs – Runs are melds that comprise of 3 or more cards of the same suit in a consecutive sequence.

The game of Crazy Rummy includes a wild card but this card is different for every round. The wild cards in the first round are aces. And as the game proceeds to the 13th round, the wild card becomes the King in the last round.

Wild cards can be used in the game to represent any card to form melds. So, if you have all but one card to form a run or a set, then you can use the wild card instead to complete the meld.

Players can use more than one wild cards to complete a run or set. However, if there is uncertainty as to what suit or rank would the card represent in the meld, then the player has to announce what the wild cards are representing in their melds.

How to Play

The player sitting to the left of the dealer starts Crazy Rummy card game. The players can start the game by putting

melds if they want to and then discarding a card to end their turn.

Players have the option to either draw cards from the top of the stock pile or the discard pile. Then they form the melds they want to and after they have formed their first meld, they can start adding cards to their as well as other players' melds. The turn of a player is ended by discarding a card.

After a player has played a meld, they can pick up the wild cards from the table for their use or for holding in hand by substituting the card it denotes with the actual card. For instance, if a player has a set of kings, and the king of hearts is represented by a wild card, then that player or other players can replace the wild card with the king of hearts. Then they take the wild card for themselves.

Going Out – This means a player ends the game by having no cards in their hand. Players have to discard their final card. If they have played a meld, and are left with no cards, then they are now allowed to the play that meld.

The players who have just one card in hand are to follow a few rules. They are to draw only from the stock pile. But if they can't go out, they have to discard the card they had held earlier and then keep the card they just drew. The game round ends either when a player goes out or when the stock pile runs dry.

Scoring

At the end of every round, the players have to score their points and then add to the total score. The player who goes out cannot score any points for that round.

Wild Cards equal to 25 Points. The Aces are equal to 1 point. The numbered cards from 2 to 10 are equal to their face value. The face cards – King, Queen, and Jack equal to 10 points

each.

The End

Once the 13th round is scored, Crazy Rummy game ends. The player who scores the lowest points wins the game.