

King's



Keys

www.JankenDeck.com/Kings

King's Rummy

2-4 Players

A favorite game with a new twist!

Story:

A shifty character offers to play a game of Rummy. You accept, but don't recognize the cards. "This is King's Rummy!" he says. Will you be up for the challenge?

The Object:

Be the first to lay your cards on the table by making Melds or adding to Melds already on the table.

The Deck:

Remove the Jokers and Kingdom cards

The Deal:

Deal ten cards to each player and turn one card up for a discard pile. The rest of the deck becomes the draw pile.

The Play:

To understand the rules for King's Rummy you will need to understand the term "Meld". A Meld is a group of three or four cards where the Numbers, Items and Colors are either all the same or all different. For a complete description of how to make melds with the King's Keys deck, please read "Building Melds" starting on page 3.

Players take turns drawing one card and discarding one card onto the discard pile. You may draw from the top of the draw pile or the top card from the discard pile.

If you are able to form a meld in your hand (3 or 4 cards), you can play it on the table during your turn. You can add a 4th card to a 3 card meld if it will form a 4 card meld.

You can remove a card from a 4 card meld but only if you use that card to make a new meld that you play on the table during the same turn.

Note: If a meld on the table has four different Numbers, you may only remove the 1 or the 4 (leaving a high run or a low run). Removing the 2 or 3 would break the meld.



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The Play (continued):

You can add a card to a 3 card meld and remove another card from the same meld but only if the 3 cards you leave behind still form a 3 card meld AND you can form a meld with the card you removed and play that meld during your turn.

You can remove a card from a 4 card meld on the table to add to another meld on the table BUT ONLY IF all of the melds on the table are still a complete meld AND you take a card from the table to create a new meld that you play on the table during that turn. (In other words, don't rearrange cards on the table if it is not part of you making a play.

You CAN NOT break apart a meld to distribute all of the cards into new melds. Once a meld is played on the table it must always keep at least three cards in it until the end of the hand.

Any play on the table is optional. If you hold a meld you can save it to play later in the game.

If you can play all 10 of your cards in one turn, your score for the hand is doubled.

But if another player goes out and you are caught holding all of your cards, all of those cards count towards their score!

At the end of your turn, discard one card face up on the discard pile.

If you have played cards on the table and you have only one card left to discard, put it on the discard pile face down to show that you are out of cards and the hand is over.

You do not need to discard a card if you have played all of the cards in your hand on the table.

The End:

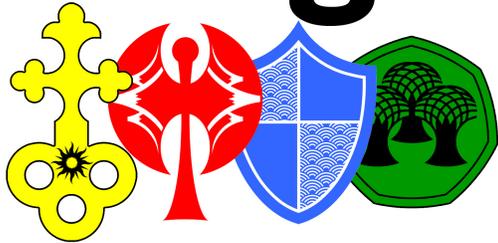
When a player plays out all of their cards on the table, the hand is over.

To calculate the winner's score, collect all of the cards that the other players were still holding in their hands and add up the numbers. If the winner of the hand plays all of their cards in one turn (if they had not played any cards on the table earlier in the hand), double the total.

That total is added to the winner's score.

Play until a player reaches 200 points (or another number that everyone agrees to).

King's



Keys

Building Melds

**About making Card Combinations
with the King's Keys deck**

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Story:

Many of the games with the King's Keys deck involve creating "Melds" or sets of cards that go together like in Rummy. These instructions are to help explain how the Melds work.

Review of terms:

The King's Keys deck is made up of three "Parts": Numbers, Items and Kingdoms (Colors). Each of the Parts has four "Types".

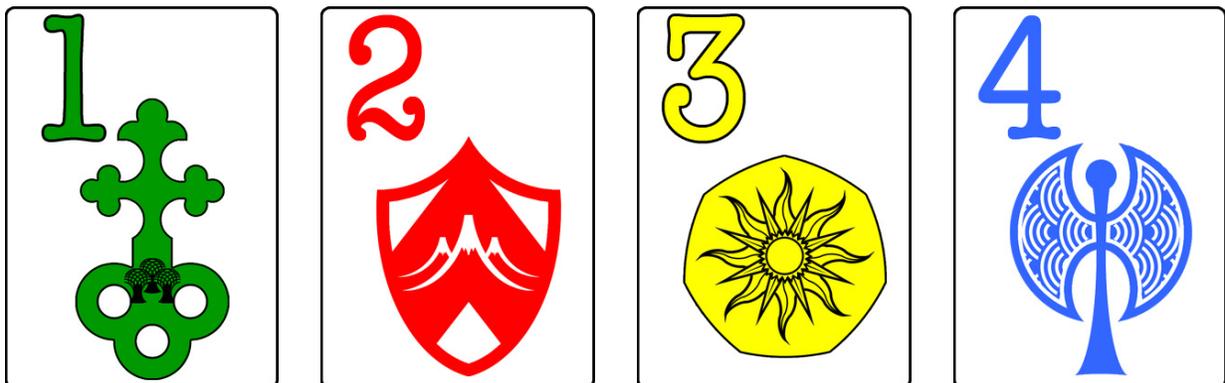
The Number Types are 1, 2, 3, and 4.

The Item Types are Keys, Axes, Shields, and Coins.

The Kingdom (Color) Types are Sun (Yellow), Mountain (Red), Forest (Green), and Ocean (Blue).

A Meld is a set of three or four cards where each of the three Parts are either all the Same Type, or all different Types.

For example, here is a four card meld where the numbers are all different, the items are all different, and the Kingdoms are all different. In other words, there are no Parts in common.



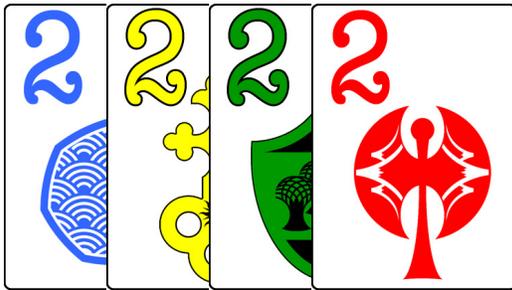
**The One Forest Key, Two Mountain Shields,
Three Sun Coins and 4 Ocean Axes form a Meld**

Building Melds

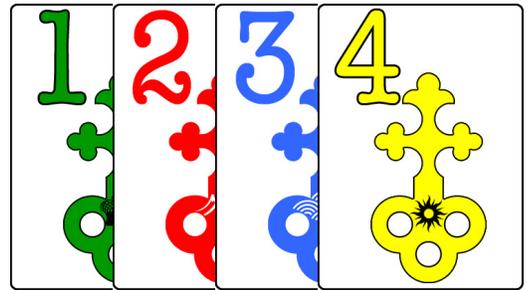
About making Card Combinations with the King's Keys deck

A Meld can have No Parts in common (as shown on the last page), it can have One Part in common, or Two Parts in common.

For example, here are Melds with One Part in common:



Same Number



Same Item



Same Kingdom

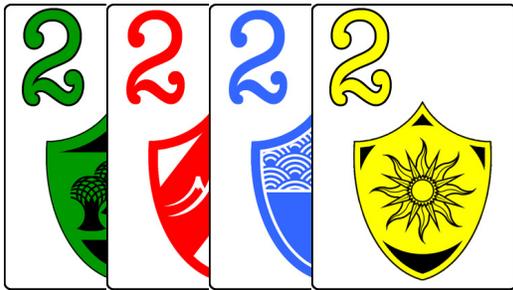
Notice that while there is one Part in common for each group, the other two Parts have nothing in common (all different Types). In other words, in the group with all Twos (Same Number) there are all four Items and all four Kingdoms represented with no duplicates. A meld will never have only two of the same Number, Item or Color.

Building Melds

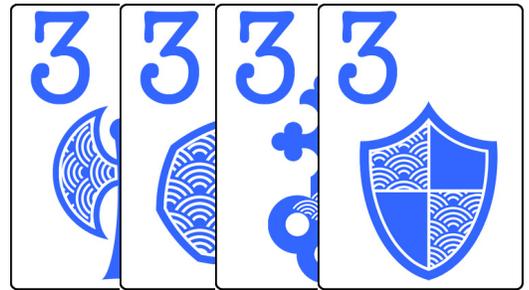
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**About making Card Combinations
with the King's Keys deck**

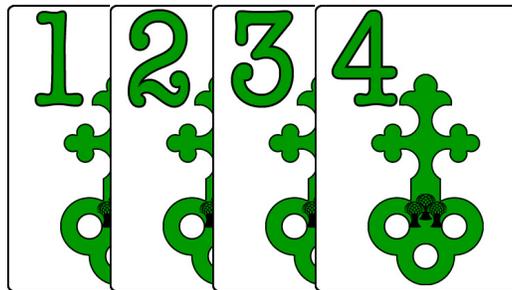
In these examples the Melds have Two Parts in common.



Same Number and Item



Same Number and Kingdom



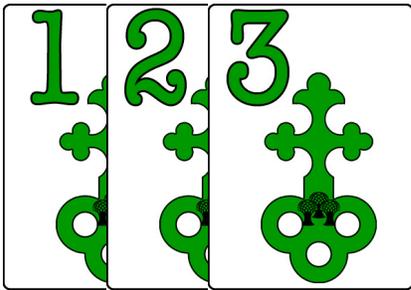
Same Item and Kingdom

Can you figure out why you can never make a Meld with five cards?

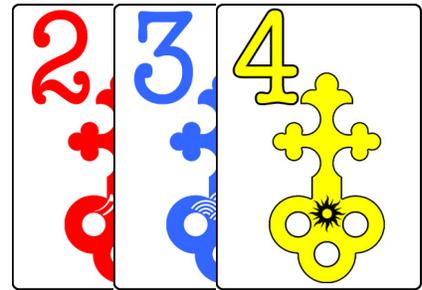
Building Melds

About making Card Combinations with the King's Keys deck

Three card Melds follow the same rules but with one exception. Any time the numbers are different, they must be in sequence. For example you can make a Low Run with a 1, 2, and 3, or you can make a High Run with the 2, 3, and 4. But the numbers 1,2, and 4 or 1, 3, and 4 do not complete a Meld.



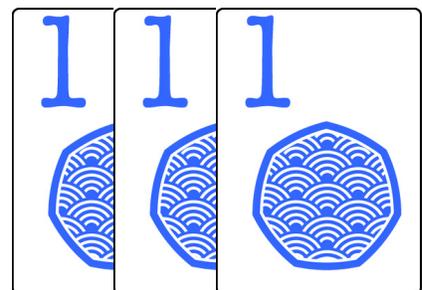
Low Run 3 Card Meld



High Run 3 Card Meld



NOT a Meld



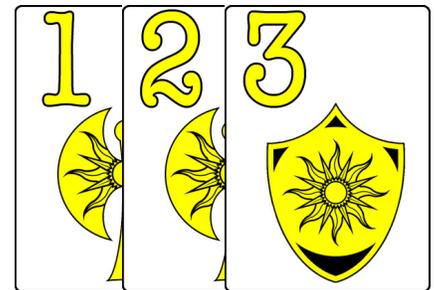
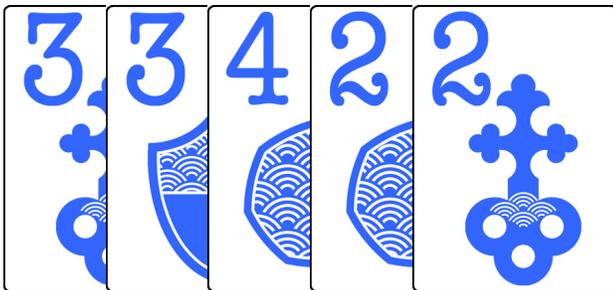
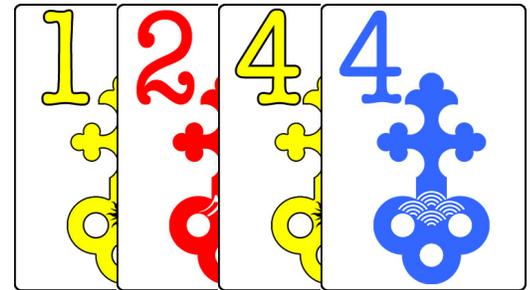
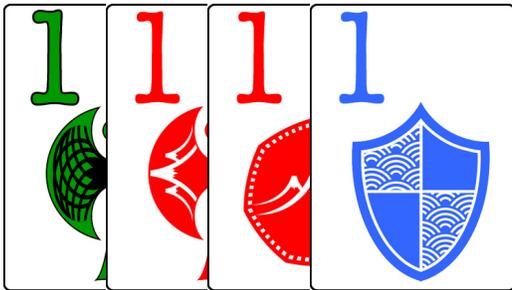
And beware if anyone has a Meld with all Three Parts in common. It means they are cheating with copies of the same card!

Building Melds

About making Card Combinations with the King's Keys deck

Another type of card group is the "Simple Combination".

This is a combination of cards with One Part in common, but the other parts are neither all the same or all different. These Simple Combinations are not used in the game "King's Rummy".



Simple Combinations