

Overview of Rummy 500

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Goal

The goal of the game is to get 500 points before the other players.

Rules

1. The first thing you must do on each turn is draw a card. This can be from either the deck or the discard pile.
2. If you draw a card from the discard pile, you have to take all of the cards that are on top of it, and you must be able to use one of the cards you draw in a move.
3. Each move in Rummy 500 has to consist of at least three cards. There are two types of moves:
 1. The first type of move is at three cards of the same face value. (i.e. 3 kings)
 2. The second type of move is cards of the same suit in ascending order (i.e. 2 of hearts, 3 of hearts, 4 of hearts)
4. Each move has points associated with it. The scores are calculated as follows:
 1. Cards numbered 2 – 10: 5 points each
 2. Face cards (J, Q, K): 10 points each
 3. Aces are worth 15 points if played high (i.e. J, Q, K, A) or 5 points if played low (i.e. A, 2, 3, 4).
5. You can play on other people's moves. For example if 3 kings are played and you have the fourth king in the deck, then you can play it on your opponents move to get points.
6. To end a turn you must place a card in the discard pile.
7. Once a person runs out of cards, points are calculated for moves. If you have cards left in your hand at the end of the round, their point values are subtracted from the points your moves gave you.
8. There will likely be many rounds to get to the 500 points needed to win the game.

Strategy

1. Watch how many cards your opponent has. You do not want to be left with a lot of cards at the end of the round.
2. Watch what you discard. If you can use a card on your opponents move, he/she can also use it and take it from the discard pile.
3. Your goal is to maximize points, so try for as many high card moves as possible.
4. Count cards. Based on your hand, what is on the board, and what is in the discard pile, you can do some rough probability to figure out the odds of an opponent having a certain card (useful when discarding and playing a move)