

## House Rummy short rules

1. Deal 10, 8, or 7 cards for 2, 3, or 4 players.
2. Deal, open, meld, free play, first out, full out, close.
3. Draw, play, discard.
4. The top stock card is warm.
5. The bottom discard is hot.
6. Other discards are variously restricted in Classic and Epic.
7. The cost to meld is 10, then 10, 15, 15, 20, 20.
8. Jokers are replaced only before melding.
9. Jokers are interpreted flexibly.
10. Counting in runs is circular.
11. Giving away one's own cards is free.
12. Stealing is paid for with new cards in the target play.
13. First out gains a bonus.
14. Failing to close the discard pile extends the hand.
15. Played cards are worth 5, except in a book of 3.
16. Unplayed 2-10 are face value, jacks 2, queens 3, kings 4, aces 11, and jokers 15.