

WILD TWIST - GIN RUMMY

2 Players

Object

Be the first player to earn 100 points over a series of games by creating Sets and Runs of cards in your Hand.

Setup

- Use all 52 standard deck cards
- Use these 4 Wild Twist Cards: Wild Heart, Wild Diamond, Wild Spade, Wild Club.
- Remove these 4 Wild Twist Cards: 2 Wild, Wild Red, Wild Black and set them aside.
DO NOT USE.
- Shuffle ALL cards and deal 10 cards to both players.
- Place the remaining cards FACE-DOWN as a Draw Deck.
- Flip the top card of the Draw Deck FACE-UP, placing it next to the deck as a Discard Pile.

Wild Cards Used:



Let's Play

In this game you will try to arrange your hand of cards into patterns, called Sets and Runs, to score the most points.

Sets and Runs

Look at the cards in your hand and arrange them into any/all of the following configurations you can:

- **Sets:** A collection of 3 or 4 cards of the same Value (FOR EXAMPLE: three "9's", four "Kings", etc.)
- **Runs:** A series of 3 or more cards ALL matching the SAME SUIT and in SEQUENTIAL ORDER by value. (FOR EXAMPLE: 4 of Spades, 5 of Spades, and 6 of Spades - OR - Jack of Hearts, Queen of Hearts, King of Hearts).

The First Turn

- The player who did NOT deal this game will take the first turn - which differs from all following turns, see below:
- Choose whether or not you want to take the top card of the Discard Pile.
- If so, add the card to your hand and then discard a different card from your hand to the top of the Discard Pile.
- If NOT, the Dealer may choose to take the top card from the Discard Pile, discarding a different card if they do.

Taking Turns

- If you can declare "Gin!" you must do so now, ending the game (see "Declaring 'Gin!'" below). Otherwise your turn continues.
- You must choose to Draw a card from either the top of the Draw Deck - OR - the top of the Discard Pile.
- If you choose to "Knock" you may do so now, ending the game - otherwise your turn continues (see "Knocking" below).
- Second, you must Discard 1 card from your hand to the top of the Discard Pile.
- Play continues like this, with each player trying to arrange all 10 of the cards in their hand into Sets and/or Runs in order to declare "Gin!"

Using Wilds

- Wild cards can be used to stand in for ANY value as part of Sets and Runs, adhering to the rules of play (see "Sets & Runs" above).
- Wild cards are flexible and powerful cards that can help you win, but they can also score your opponent 15 points if you aren't able to use them as part of a Set or Run.

TIP: Think carefully when choosing whether or not to hold on to a Wild card or to discard it - it may mean the difference between winning and losing a game.

Declaring "Gin!"

- At the beginning of your turn you may declare "Gin!" only if ALL 10 of the cards remaining in your hand are arranged into Sets or Runs - this ends the game.
- Lay down your hand of cards FACE-UP to prove you've done it!
- Your opponent lays down their hand of cards FACE-UP as well and separates out any Sets and/or Runs they've made from any of the other remaining cards - called Deadwood cards.
- You earn 25 points for declaring Gin AND points equal to all of your opponent's Deadwood cards (see "Scoring" below).

Knocking

- At the beginning of your turn you may choose to "Knock" only if the Deadwood cards total 10 points or less - (see "Scoring" below).
- Lay down your hand of cards FACE-UP and separate your Sets and Runs from the Deadwood cards in your hand.
- Your opponent lays down their hand of cards FACE-UP as well and separates out any Sets and/or Runs they've made, however they also get a BONUS!
 - BONUS: The opponent may play any of their remaining cards onto your Runs and Sets if they are able.
 - FOR EXAMPLE: If you laid down a 2, 3, 4 in Diamonds, your opponent may attach a 5 and 6 of Diamonds to your Run).
- Both players count their Deadwood card points and compare them to determine who scores (see "Scoring" below).

Scoring

- Record your scores from game to game until one or both players meet and/or exceed 100 points.
- Number cards are worth their face-value in points (e.g. "2"s are worth 2 points "10"s are worth 10 points, etc.)
- Face cards are worth 11 points for Jacks, 12 points for Queens, and 13 points for Kings.
- **Wild Cards are worth 15 points each.**
- Score 25 points for declaring "Gin" PLUS points for all your opponent's Deadwood cards.
- If a game ends in a "Knock" - ONLY the player with FEWER Deadwood card points scores!
- The player who "Knocked" gains the difference between their Deadwood card points and their opponent's.
- The other player gains 25 points PLUS the difference between their Deadwood card points and their opponent's.
- Tie Game - If there are two(2) cards left in the Deck and neither player can declare Gin or Knock then the game is over and ends in a tie. No points are awarded.

Winning

- The player to reach 100 points first is the winner of the overall game!
- In the event that both players pass 100 at the same time, the player with the highest score wins!