

# AlphaRummy 500

2 to 4 Players

## The Deal

- 1) Deal each player 7 cards.
- 2) Place the rest of the deck face down in the center as the stock.
- 3) The top card of the stock is placed face up next to the stock to start the discard pile. As cards are added to the discard pile keep it spread so all the cards can be read.

## Basic Play

- 1) **Pick up a card at the beginning of your turn.** You may pick up one card from the top of the stock, or as many cards from the discard pile as you need to get to the letter you want. However, there are 3 rules to picking up from the discard pile. You must **A)** pick up all the cards on top of the card that you want, **B)** lay down a word (meld) in that turn, and **C)** use the bottom card picked from the pile in that word (the letter you wanted).
- 2) **Play a meld.** After you pick up a card, you may lay down a meld. A meld can be 1 or more words (4 letters or more) or letters can be added onto any player's existing word to form a new word.
- 3) **Keeping Score.** After you lay down a meld, the points on the cards are added up and then depending on the size of the word, are multiplied. Scores are recorded as soon as you lay down a meld.
- 4) **Pick up bonus cards.** When you lay down a meld, you are awarded bonus cards. You take the bonus cards from the stock pile. The number of bonus cards awarded depends on the size of the word(s) made. You should take the bonus card(s) before you discard, unless you are going to go out.
- 5) **Discard or Go Out.** You must either discard one card onto the discard pile or go out to end your turn.
- 6) **Next player's turn.** The next player plays his hand and play continues until the end of the game.

## Rules

**Add-ons:** Add-ons are letters used to make a different word out of a word that has already been played. *EXAMPLE: Fiend + r = friend or friend + s = friends.* A player can add-on to any other player's word, or one of his own. The player only scores on the letters used in the add-on, but gets the bonus cards and the score multiplier for the full word.

**Bonus Cards:** Bonus cards are awarded when a player makes a meld. Bonus cards are taken from the stock pile and added to a player's hand. Players should take the bonus card(s) before they discard, unless they are going to go out. The number of bonus cards awarded depends on the size of the word. (See scoring section.) If a player has only one card left in his hand after melding, he may go out instead of picking up bonus cards.

**Going Out:** A player goes out when lays down a meld and has no cards left in his hand. He may also go out if he has one card left to discard after making a meld. Players can not receive bonus cards when they go out. Instead they receive 7 new cards from the stock.

**Meld:** In order for a word to qualify, it must be in a current dictionary and be 4 or more letters in length. Words may not be abbreviated, proper nouns, or a foreign language. Slang words may be used, as long as it is found in the dictionary. Players may also lay down more than one word in a turn. Players don't have to meld every turn.

**End Of The Round:** Once the stock is depleted, play continues as long as each player can draw off the discard pile and make a meld. All rules for drawing off the discard pile still apply. Once the round has ended the next player to deal collects the cards and deals the next round.

**Scoring:** Total the point on the cards and multiply according to the size of the word

Size of Word	Score Multiplier	# of Bonus Cards
4 letters	Score x 1	1 Bonus Card
5 letters	Score x 2	2 Bonus Cards
6 letters	Score x 3	3 Bonus Cards
7 or more	Score x 4	4 Bonus Cards

**Challenge:** If a word is challenged and found not to be legal, then there are no points scored for that word and that player loses their turn. The illegal word is removed and the letters are placed back into the player's hand. If the player took cards from the discard pile then those cards are placed back into the discard pile. If a word is found to be legal then the player that made the challenge loses their next turn

**Winning the Game:** The first player to score 500 points or more wins.