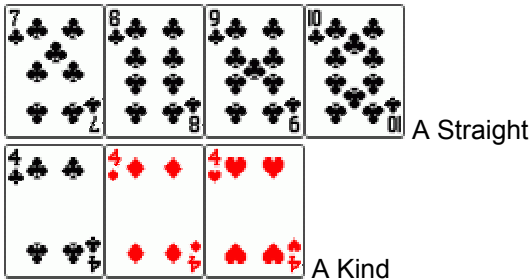


TO: Block, Jesse  
FROM: Greybar, Stanley  
REF: Home Made Card Games  
DATE: 08/29/04

Hey Jess!

Here's a game for you, called "Billy Rummy" (wasn't that the kid from 'Lost in Space'?). Anyway... It plays a lot like Gin Rummy / Canasta with a few notable differences. Here's the basics and stuff...

You'll need 2 decks of cards; it makes for a better game. The goal of the game is the same, to get rid of all your cards by using "kinds" and "straights". A kind is three or more of the same value (three 3's, three kings, three jokers, whatever...) and a straight is three or more sequential cards of the same suit. It's nothing specific, just lay down what you've got and go from there. This means that even after the first deal, someone might be able to play. What ever you build up, you can play at any time.



Each player is dealt ten cards, and then the deck is laid down with the other players taking either the top card from the deck or from the discard pile and discarding to the discard pile. You can "buy" a discarded card anytime, but you must take two other cards, sight unseen. Buying is not encouraged but there is no limit to the number of buys a player can use. Any cards bought that can be played on another player's stacks can be played at their next turn.

As the players lay down their cards, you can add to their stacks only if you have anything of matching value in the KINDS or STRAIGHTS. The scoring is a bit like golf, with the lowest score winning. The game is over when someone gets rid of all of his or her cards. Scoring works with the value of points based on the value of the card. An ACE is worth one point. A 2 is worth 2 points, 3 is worth 3, etc. The Face cards are worth 11 points each, including the Jokers.

Example:

PLAYER 1: three 3's, five Aces, and a STRAIGHT of hearts  
PLAYER 2: four 2's, four 5's, six 7's  
PLAYER 3: STRAIGHT of Clubs, STRAIGHT of hearts  
PLAYER 4: five 6's and griping about the crappy hand he got dealt...  
PLAYER 5: STRAIGHT of spades and griping as well...

THE JAMES RULE: My Friend James made this one up. If you lay down a STRAIGHT of clubs, and another player who's turn is not up yet AND they to have a STRAIGHT of clubs, they have to contribute to your STRAIGHT, and keep the remainder in their hand. This is sometimes referred to as the "First Plop" rule... Same thing applies if you and another player draw a KIND of the same suite... AND you always play clockwise on the table...

Anybody could win... play it, you'll like it...

- GreyBar