

Games

Wild West Rummy

Hope you have a quick draw for this fast and furious version of rummy.

Object of the game: Win by being the first player to have five matching cards, including wild cards.

Number of players: 3 to 5 players per deck of cards

Supplies:

- One or more standard decks of 52 playing cards with the jokers removed
- (Optional) Pen and paper or whiteboard for keeping score

Directions:

Before play begins, explain the way the game is played.

- The goal of Wild West Rummy is to get a hand with five cards of the same rank (for example, five 7s).
- Face cards (kings, queens, and jacks) are wild.
- Wild cards can be used to represent any card in the deck. For example, a player could have three 7s and two face cards (wild) to complete a five of a kind.
- To win a hand, you must be the first player to get five of a kind.



Playing:

1. Shuffle the cards and deal five cards face down to each player. For more than five players, add an additional deck of cards.
2. Place the remaining cards face down in the center to form a draw pile. Turn over the top card of the draw pile and place it face up to start a discard pile.
3. Play moves clockwise around the table. On each turn, a player must:
 - Draw the top card from either the draw pile or the discard pile.
 - After drawing, the player discards one card from their hand face up onto the discard pile. (The player can discard the card they just picked up.)
4. The first player to form a hand of five cards of the same rank wins the game.
5. If no player has achieved a five of a kind by the time the draw pile runs out, players continue drawing only from the discard pile until someone wins.

Variation:

For a longer game, you can keep score over several rounds. Award players 5 points for winning a round. The first player to score 25 points wins.