



1. Basic Rules

(1) **Players:** 2 players

(2) **Deck:** Use a standard 52-card deck. King is high; Ace is low.

NOTE: An Ace is always low card in Gin Rummy; it cannot be used as high card. Also, face cards are worth 10 points each; number cards are worth their face value; an Ace is worth one point.

(3) **Goal:** Collect melds (three or four of a kind, or three or more consecutive cards of the same suit). The game is played over several rounds.

2. Setup

Choose a dealer randomly to deal the first round; throughout the game, the players take turns in shuffling and dealing the round. Shuffle the deck. Deal 11 cards to the non-dealer and deal 10 cards to the dealer. Players should look at and sort their cards. The non-dealer starts the game by discarding one of his or her 11 cards.

3. Gameplay

Each normal turn consists of two parts.

(1) You must take a card -- either the top card from the draw pile or the top card from the discard pile.

(2) You must discard a card (face up) onto the top of the discard pile unless the player declares a Big Gin.

NOTE: On the very first turn of each round, the non-dealer holds 11 cards, and must discard one card to complete his or her turn and begin the game. Then the dealer may commence his or her turn.

4. Declaring a Win

(1) The round ends when a player ("the Declarer") declares their win. This may be done on any turn (including the first turn) after drawing and/or discarding a card. A player may declare a win when he has the ability to form melds and if the player has any cards remaining in his hand, that the sum of those cards is 10 points or less. The cards which do not form part of any set is called "deadwood".

NOTE: A single card cannot belong to two melds.

(2) You may declare a win in three ways:

- Knocking (your hand consists of melds and deadwood of less than or equal to 10 points)
- Gin (your hand consists of 10 cards forming melds)
- Big Gin (your hand consists of 11 cards forming melds)

(3) After declaring a win, the Declarer organises and spreads all of his cards face up on the table in their respective melds, and places the deadwood to the side.

(4) The opposing player does the same. If the Declarer has deadwood (did not go gin), the opposing player is also allowed to lay off any of the opposing player's cards by adding to the Declarer's melds (e.g. adding a fourth card to a group of three of a kind, or adding further consecutive cards of the same suit to a sequence).

NOTE: You're never required to knock. You may continue playing in an effort to develop a better hand.

5. Scoring

(1) **Knocking:** Each player calculates the value of their deadwood. If the Declarer's deadwood is lower than the opponent's deadwood, the Declarer scores **15 base points plus the difference between the two players' deadwood.**

(2) **False Win:** If the Declarer did not go gin, and the Declarer's deadwood is equal to or greater than his opponent's deadwood -- then the Declarer has been undercut. The Declarer's opponent

scores **25 base points plus the difference between the two players' deadwood.**

(3) **Small Gin:** If the Declarer has no unmelded cards and has a hand of 10 cards, it's known as "small gin". The Declarer scores **25 base points plus the deadwood held by his opponent.** Additionally, his opponent cannot lay off any cards against the winning player's melds.

(4) **Big Gin:** If the player picks up a card (from the draw pile or discard pile) and is able to form melds with the 11 cards with no deadwood, the player may declare "Big Gin". In this case, he scores **35 bonus points plus the deadwood held by his opponent.** Additionally, his opponent cannot lay off any cards against the winning player's melds.

(5) **Draws:** The game will end as a draw to both players if the draw pile is reduced to two cards. A score of **ZERO** is given to both players.

(6) **Score of losing player:** After calculating the points for the hand, the points are recorded against the winning player, and the negative points are accrued to the losing player.

6. Winning

Additional rounds are played until one player's cumulative score reaches 150 points or more. That player is the winner.





1. 基本规则

(1) 对战人数：2人

(2) 牌库：使用标准的 52 张牌牌库。K 是大牌，A 是小牌。
注意：在金拉米中，A 总是小牌，它不能作为大牌来使用。每张花牌都值 10 点，数字牌的点数等于它的牌面数字。A 值 1 点。

(3) 游戏目标：凑成搭子（3 张或 4 张相同数字的牌，或者 3 张或 3 张以上的同花顺）。游戏会进行多个回合。

2. 准备

随机选择一个庄家进行第一回合。在游戏过程中，玩家们轮流洗牌发牌。洗牌后给闲家发 11 张牌，给庄家发 10 张牌。玩家要查看并整理他们的牌。由闲家打出他或她的 11 张牌中的一张牌来开始游戏。

3. 游戏玩法

每一个正常的轮次包含两个部分：

- (1) 你必须抓一张牌 - 底牌牌堆最上面的那一张牌或者换牌牌堆最上面的那一张牌。
- (2) 除非你是大金，否则必须打出一张牌（牌面朝上）放到换牌牌堆最上面。*注意：在每一回合的最初一个轮次，闲家手上有 11 张牌，必须打出一张牌来完成他或她的轮次以开始比赛。然后庄家开始他或她自己的轮次。*

4. 叫胡

(1) 当某个玩家（叫胡者）叫胡时，这一回合结束。这可以在抓牌以及/或者打出一张牌后的任何一个轮次（包括第一个轮次）完成。当玩家能够将手中的牌组成搭子，并且如果他手上仍有散牌，但是这些散牌的总点数小于或等于 10 点时，他就可以叫胡。那些没有组成任何搭子的散牌称为“米牌”。*注意：一张牌不能放在两个搭子里。*

(2) 你可以以三种方式叫胡：

- 米胡（你手上的牌含有搭子以及总点数小于或等于 10 点的米牌）
- 金胡（你手上有 10 张牌并组成搭子）
- 大金（你手上有 11 张牌并组成搭子）

(3) 当叫胡后，叫胡者将他所有的牌摊开按搭子顺序排列，面朝上放在桌子上，米牌放在一边。

(4) 对方也这样做。如果叫胡者有米牌（不是金胡），对方可以将自己的任意牌放入叫胡者的搭子里（例如，在三张数字相同的牌里放入第四张相同数字的牌，或者在同花顺里放入牌来组成更长的顺子）。*注意：你永远也不会被要求米胡。你可以继续玩下去来获得更好的手牌。*

5. 计分

(1) 米胡：每个玩家计算自己的米牌的点数。如果叫胡者的米牌点数小于对方的米牌点数，则叫胡者获得 15 分的基础分数再加上两位玩家米牌点数的差额。

(2) 诈胡：如果叫胡者不是金胡，并且叫胡者的米牌总点数大于或等于对方的米牌总点数，则叫胡者诈胡。对方获得 25 分的基础分数再加上两位玩家米牌点数的差额。

(3) 小金：叫胡者没有未组成搭子的牌，并且手牌是 10 张，这就是“小金”。叫胡者获得 25 分的基础分数加上对方的米牌点数。此外，对方不能将任何牌加入到赢家的搭子里。

(4) 大金：如果玩家抓了一张牌（从底牌牌堆或者换牌牌堆）并且这 11 张牌都能组成搭子而没有米牌，则该玩家可以叫胡“大金”。这种情况下，他将获得 35 分的基础分数再加上对方的米牌点数。此外，对方不能将任何牌加入到赢家的搭子里。

(5) 平局：当底牌牌堆只剩下两张牌时，游戏将会以平局结束。每个玩家获得零分。

(6) 输家的分数：当计算完那一回合的分数后，和赢家获得的分数相对应的负分会记给输家。

6. 获胜

会进行额外的回合直到某个玩家的总积分达到 150 分或更多。该玩家是获胜者。

