

# Shanghai Rummy Rules - play online [shanghairummy.cards](https://shanghairummy.cards)

There are a total of 11 rounds. Each round is a different combination of sets and runs. Each round gets progressively more difficult.

## Round progression

1. Two Sets
2. One Set & One Run
3. Two Runs
4. Three Sets
5. Two Sets & One Run
6. Two Runs & One Set
7. Three Runs
8. Three Sets & One Run
9. Three Runs & One Set
10. Four Sets
11. Four Runs

## The goal & scoring

Your goal is to have the least points at the end of 11 rounds. Each card is worth its face value. Face cards are 10 points. Aces are 20 points. Jokers and wilds are 50 points.

## Dealing

Each player gets 11 cards for the first 9 rounds, 13 cards for the last 2. Remaining cards go into the 'draw' pile. Dealer flips the top card from the draw pile to create the 'discard' pile.

## Your turn

When it's your turn you must take/draw a new card + discard a card. You have the option of taking the card from the 'discard' pile or drawing from the 'draw' pile. If you have the cards needed to form the sets/runs needed for the round, you can 'lay down'. Once you've laid down, if others have also already laid down, you can build on their sets/runs with your extra cards, a.k.a. 'laying off'. Once you're done laying down/off, discard 1 card to the discard pile.

## Buying

Each player has the option to 'buy' a card 3x per round to help complete their sets or runs. If it isn't your turn but you want the card in the discard pile, you can ask to 'buy'. The active player and every player ahead of you has first dibs on that card. If no players ahead of you want the card, the active player clicks 'allow to buy', giving you the card you wanted + 1 card from the draw pile, a.k.a. the payment. Once you've laid down, you can no longer buy.

## Wild cards

Jokers and 2 of clubs (2♣) are wild cards and can be used in place of any card. You must have a minimum of 2 non-wild cards to complete a set or run. In a run, wild cards cannot touch.

## Sets

A set is 3 or more cards of the same rank in any suit. A set must include a minimum of 2 non-wild cards.

## Runs

A run is 4 cards in a row of the same suit. A run must include a minimum of 2 non-wild cards. Ace can be high or low, but cannot wrap. A run can be as long as you have consecutive cards of the same suit available.

## Laying down

When you have the cards needed to form the sets and runs needed for the round, you are ready to lay down. You can only lay down the number or sets/runs required for the round; extra sets/runs are not allowed. If someone has already laid down using a wild card(s) and you have the card(s) to replace the wild(s), you can exchange your card for the wild card. You can only exchange for wilds if you are ready to lay down.

## Laying off

Once you've laid down, the only way to get rid of your remaining cards to get to zero (i.e. the goal) is to discard or lay off. Laying off is building on the set/runs of others who have also laid down. You can lay off by exchanging for wilds and redeploying that wild to another meld.

## Dead cards

A card in the discard pile is considered 'dead' the second the next player draws from the draw pile. You can no longer take/buy a 'dead' card.

## End of round

Once one player has reached zero cards, the round is over. The cards left in your hand are added to your total points. Remember, the goal is to have the least points at the end of 11 rounds, so the lower your score the better.