SNATCH rummy

STANDARD GAME

Fixed Jokers | Snatcharama Last Lap

4 players | Partners opposite | Deal 9 cards each

Standard deck + 2 Jokers. Highest team score after 4 hands wins.

YOUR TURN

Draw 1 from stock or top discard. Play or skip, then discard or Secret Pass. Completing or extending earns another play.

START EXACTLY TWO

Start 2 matching ranks or 2 same-suit cards, consecutive or with one gap. Only 1 new starter per turn. A starter earns no bonus play.

MOVE ON THE MAT

New: start face up here; partner-only. **Held:** move here at the beginning of your next turn, still protected. **Exposed:** move unfinished Held starters here at that turn's end.

COMPLETE AND SECURE

Complete your partner's protected starter or any exposed starter. Move the whole combination to your right, into Secured. Secured combinations cannot be snatched back.

EXTEND YOUR TEAM

Extend your team's secured cards. Sets: 3-4 matching ranks. Runs: 3+ consecutive same-suit cards. Aces high or low; no K-A-2 wrap.

SECRET PASS

Once per hand, give your partner 1 card face down instead of discarding. Move your coin or trinket to the center and leave it there until the next hand. The pass ends your turn.

GOING OUT AND LAST LAP

Empty your hand by playing, discarding or Secret Pass. If playing empties it, no discard is needed. First out earns **+20**.

The other 3 players each get one final turn in normal order: draw, play and bonuses, then discard if cards remain. No passes. Existing protected starters open to everyone. New starters are immediately available to everyone. Later go-outs do not cancel scheduled turns.

FIXED JOKERS

At most 1 Joker per starter or secured combination. Declare its identity when played; it stays fixed there. Exchange only from either team's secured combinations, never from starters. Replace with the represented rank and suit in a run, or matching rank in a set.

EXCHANGE AND IMMEDIATELY PLAY

Use the freed Joker to complete a different eligible starter or extend your team's different secured combination. You may give it a new legal identity. Never keep it, start a new starter with it, or return it to its source. The source stays with its team. Only the destination completion or extension earns a bonus play.

SCORE THE HAND

Add your team's secured cards. Subtract both partners' hand cards and unfinished protected starters. Add **20** for the first go-out.

Ordinary exposed starters score zero. Starters opened or played during Snatcharama Last Lap retain their originating team's unfinished-starter penalty. Add all 4 hands. Higher team total wins; equal totals tie.

2-9: 5 10-K: 10 Ace: 15 Joker: 20

Learn the game. Play a free match.

Scan for the tutorial and a link to try the online game.

snatchrummy.com/tutorial