

RUMASTA — OFFICIAL RULES

Players

- 2–6 players
- Play individually or in teams

Objective

- Score points by forming **Canastas** (sets) and **Rumastas** (runs) over multiple rounds.
- Each round ends when a player goes out or draw pile is gone.
- The game ends when one or more players or teams reach 5,000 points.
- The player or team with the highest score over 5,000 points wins.

Cutting & Dealing

1. Shuffle all cards together.
2. Player 1 cuts the deck.
 - The goal is to cut exactly the correct number of cards needed for:
 - all players' hands and
 - two discard cards
 - No counting is allowed.
3. If Player 1 cuts the deck perfectly:
 - They earn +100 bonus points (for themselves or their team).
4. Player 2 deals:
 - 11 cards each if playing teams
 - 14 cards each if playing individuals
5. Place two cards face up beside the deck to form two discard piles.
6. Place the remaining cards face down as the Draw Pile.
7. Player 3 goes first
8. Turns start with draw option
9. Turns end with discarding two cards
10. Rounds end with a player going out or draw deck being empty
11. Change cutting player each round.

12. Game ends when someone gets to 5000pts first or highest past 5000pts.

On Your Turn — Choose ONE Option

Option A — Take ONE discard pile

- You must prove immediately that you can use the top card of that discard pile to form a valid meld.
- If this is your first meld of the round (individual or team):
 - You may only use the top discard card to prove the meld.
- Once proven:
 - You may take the entire discard pile.
- After taking one discard pile, you may also draw 2 cards from the Draw Pile.

Option B — Take BOTH discard piles

- You must prove two separate valid melds, one for each top discard card.
- You must already have at least two matching cards in your hand for each discard.
- If proven:
 - You may take both discard piles.
 - You may not draw from the Draw Pile this turn.

Option C — Draw from the deck only

- If you do not take any discard pile cards:
 - Draw 4 cards from the Draw Pile.

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- Shin: An opponent takes 1 random card from you and you draw 4 cards

Discard Pile Proof Rule

- You may only use the top card of a discard pile to prove a meld
- You must:
 - show the matching cards
 - meld immediately
- You may not take a discard card to hold for later use.
- If you have already melded and have cards on the board, you can take a discard that matches your set or run on your turn without having anything in your hand to prove it. (Unless the deck is frozen)

Special Khaki & Dreidel Rules

Khakied

If both discard piles contain cards that cannot be picked up:

- Black 3
- Wild card
- Dead card (closed canasta)

You are Khakied and may:

- Draw 5 cards from the Draw Pile.

Half-Khakied

If only one discard pile contains an unpickable card:

- You are Half-Khakied
- You can choose to roll the Dreidel
- You may not pick up the other discard pile

Dreidel Results

- Nun: Draw 3 cards
- Gimel: Take 1 random card from an opponent and draw 4 cards
- Hey: Draw 6 cards

Discard Rules (VERY IMPORTANT)

- You must discard two cards at the end of every turn.
- Safe Discards (cannot be picked up):
 - Black 3s
 - Dead cards (closed canasta)
 - 2s
 - Jokers
- Wild cards (joker & 2) set them perpendicular to the normal pile. These cards freeze the discard pile and as long as they are in the discard pile, you cannot pick up the deck unless you have two cards in your hand that would allow you to pick it up.

♥ Black Threes — “I Love You” Rule

- When you lay down a Black Three, you must say: “I love you.”
- This must be said as the card is placed on the table.

If You Forget:

- Any opponent may call you out immediately.
- If called out:
 - You forfeit all Red Threes you currently have in play.
 - Those Red Threes are given to the player or team that called you out.

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- Once the next action occurs (draw, discard, or next player's turn), the opportunity to call it out is lost.

Melding & Initial Meld Requirements

Before you may lay down any cards, you must meet the minimum meld requirement based on your current score:

- 0 – 1,500 points: 50 points
- 1,501 – 2,500 points: 90 points
- 2,501+ points: 120 points

Additional rules:

- This applies to individuals and teams.
- On a melding turn, to take a discard pile you must prove you can meld using only the top discard card.

Sets & Runs

Canasta (Set)

- 7 matching cards
- No wild cards: 600 points
- With wild cards: 300 points

Rumasta (Run)

- 7 cards in sequence
- Same color (red or black)
- Suit does not matter
- Order: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4
- No wild cards: 500 points
- With wild cards: 300 points

You must always have more natural cards than wild cards in a Canasta or Rumasta.

Red Threes

- Worth 100 points only if you have a Canasta or Rumasta.
- If drawn or received:
 - Lay it down immediately
 - Draw a replacement card

- At the end of the game, Red Threes score only if you have a Canasta or Rumasta.
- Collect all 6 and they count as double! (1200 points)

Black Threes

- Cannot be used in Canastas or Rumastas
- Exception: When going out, you may lay down a set of Black Threes.

Switching Out Wild Cards

On your turn:

- If any set or run (yours or an opponent's) contains a wild card
- And you have the correct natural card:
 - You may replace the wild card
 - Take the wild card into your hand
 - Give the natural card to the owner of the meld

Ending a Round

A round ends when:

- A player goes out, or
- The Draw Pile is empty and no discard pile can be legally picked up

Going Out Bonus

- A player who goes out earns +100 bonus points.

Going Out Requirements

To go out, you must:

- Complete four Canastas and/or Rumastas
- Use every card in your hand
- Discard one card to each discard pile

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value doubles (1200 points)

Point Counting (End of Round)

At the end of each round, score points in the following order:

Step 1: Base Score

Start by adding the base points from completed structures and bonuses:

- Canastas
- Rumastas
- Red Threes (if eligible)
- Going Out bonus (+100 points)

⚠ Important:

Red Threes are counted only once here and are not included again later.

Step 2: Melded Card Points

Add the point value of all cards laid down on the board included those in rumastas and canastas.

Step 3: Cards in Hand (Penalty)

Subtract the point value of all cards remaining in your hand.

Card Point Values

- Ace: 20 points
- 2: 20 points
- Joker: 50 points
- King through 8: 10 points each
- 7 through Black 3: 5 points each
- Red Threes: 100 points (scored only in Step 1) If you have all six, the

Canasta & Rumasta Values

Canasta (Set of 7)

- Clean (no wild cards): 600 points
- With wild cards: 300 points

Rumasta (Run of 7)

- Clean (no wild cards): 500 points
- With wild cards: 300 points

Perfect Cut Bonus

- If you cut the perfect amount of cards on your turn- add your 100 points now.

Going Out Bonus

- If you go out, add +100 points during the Base Score step.

Important Scoring Notes

- Do not count Red Threes twice.
- Wild cards may be used in Canastas and Rumastas, but:
 - You must have more natural cards than wild cards.
- Cards left in hand always count against you, even if your team goes out.

End of Game

- When a player or team reaches 5,000 points, finish the current round.
- The player or team with the highest score at or over 5,000 points wins.