

PLAYIRO

How to Play Gin Rummy (Complete Rules)

Gin Rummy is a classic two-player card game focused on forming melds (sets or runs) and minimizing deadwood points. The goal is to reach an agreed score, typically 100 points.

Game Overview

Players	2
Deck	Standard 52-card deck (no jokers)
Cards per player	10
Objective	Form melds and reduce deadwood
Winning Score	Typically 100+ points

Turn Structure

- Draw from the draw pile or discard pile
- Form melds (sets or runs) in your hand
- Discard one card at the end of your turn

Knocking & Going Gin

- Knock when deadwood totals 10 points or fewer
- Opponent may lay off cards on knocker's melds
- Going Gin = no deadwood (25 bonus points)
- Undercut = opponent has equal or lower deadwood (25 bonus)

Scoring

Action	Points
Deadwood	Face cards = 10, Ace = 1, numbers = value
Knocker wins	Difference in deadwood
Going Gin	25 bonus + opponent deadwood
Undercut	Opponent scores +25 bonus

Strategy Tips

- Discard high deadwood early
- Track opponent's picks and discards
- Go Gin when possible to secure bonus
- Create flexible cards usable in sets and runs
- Use discard pile carefully