



# Remigio

*Remigio*, a very popular card game in Spain, is one of the many versions of the international game *Rummy*.

- **Object of the game**

The principal object of play is to meld out the entire hand of ten cards before the opponents and showing them at a time, according to the rules that are explained below.

- **The pack**

*Remigio* is played with the Spanish poker deck of 52 cards plus two jokers.

- **Number of players**

*Remigio* is always an individual game. Up to six players is played with two decks and up to nine or ten players, three decks are used.

- **Rank and value of cards**

The rank of cards, from highest to lowest, is: king (K), horse (Q), jack (J), ten, nine, eight, seven, six, five, four, three, two and ace.

The value of cards is their pip values but the face cards that count as 10 points each. The jokers are used to substitute the natural cards for any combination and count as 20 points.

- **The deal**

Each player draws one card, being the *leader* the one who drawn the highest card. The player to the leader's left is the dealer. After the shuffle, the deck is cut by the player to the dealer's left and the dealer will give ten cards face down to each player, one at a time, anticlockwise. The undealt remainder of the pack is placed face down in the centre of the table, becoming the stock, and the top card is turned face up beside it to begin the discard pile.

If after the deal, anyone notices that more or less cards have been dealt to a player, the dealer will collect the cards for a new deal.

- **Melds**

Each player, with the cards in his hands, will try to form groups of cards of the same rank or sequences of the same suit, consecutive in rank. Any of the explained melds, to be valid, must contain at least three cards. In the sequences, the ace can link with king (K) and horse (Q) or with two and three. However, in some versions, king (K) can also link with ace, two, three, etc. Before starting the game, the players must decide the version that will be played.

If a player holds ten cards of the same suit, he does not need to meld them in groups or sequences; this *Remigio* hand is called *Colour*.

If all the cards are consecutive in rank and of the same suit, the hand is *Straight Colour*. The highest hand is when a player has the ten cards in his hand of the same rank, called *Remigio*.

The jokers can be used to form all the *Remigio* hands.

*Fournier*



# Remigio

## • The play

The leader starts the game, taking the top card of the discard pile or, if he wishes, drawing the top card of the stock. Thereafter, he discards one of his cards, placing it face up to his right, in case the next player is interested in taking it, and finishes his turn. Each turn comprises a draw and a discard, which ends the player's turn.

During the game, if any player draws inadvertently two cards, holding eleven cards in his hands, or on the other hand, discards one card without having drawn, having nine cards, in any of these cases, he will not be able to go out finishing the hand. The player will continue in the game, trying to lose the lower possible amount of points or not to pay anything if he is able to complete his defective hand.

If the stock of cards is finished, without ending the game, the dealer will shuffle all the discards to continue the game.

The play ends as soon as a player, after discarding, goes out by melding all the cards in his hand, putting them down on the table and saying "Closed". If the player finishes with one of the *Remigio* hands, he must announce it, saying "Colour", "Straight Colour" or "Remigio".

## • The scoring

Before starting the game, the players will agree the value of each point.

When a player announces "Closed", the other players will show their cards, paying to the winner a total number of points equivalent to the value of the remaining card or cards without melding.

There are bonuses for "Closing" without any joker or with a special meld.

Each player will pay to the winner, the value of the cards without melding, multiplying by:

- 2 if he closed without any joker.
- 3 if he closed with *Colour* and any joker.
- 4 if he closed with *Colour* without any joker.
- 5 if he closed with *Straight Colour* and any joker.
- 6 if he closed with *Straight Colour* without any joker.
- 10 if he closed with *Remigio*.

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