Rules for playing Chemundo Rummy

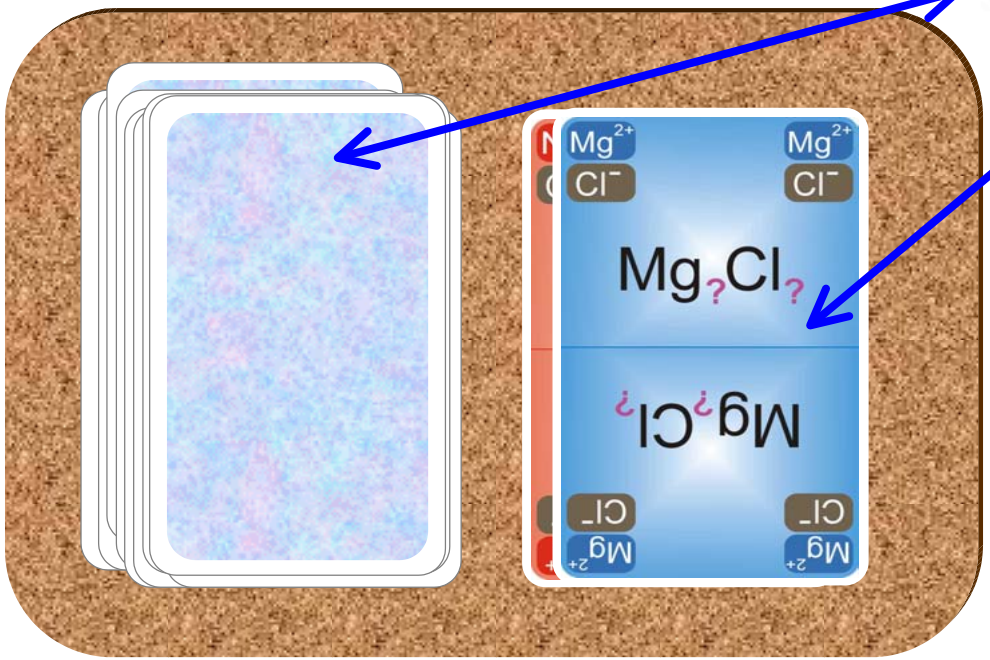
General features:

- Card selection: the IC deck and the OC card deck with 40 cards each plus 6 Jokers. Total: 86 cards.
- The objective is to collect cards in sets by exchanging cards.

The game :

- A referee is chosen - may vary from game to game.
- The dealer deals 11 cards to each player.
- Each player draws one card from the drawing or the discard pile and discards one card onto the discard pile.
- Putting down sets of cards.
- The first player who goes out, wins and the game is immediately over.

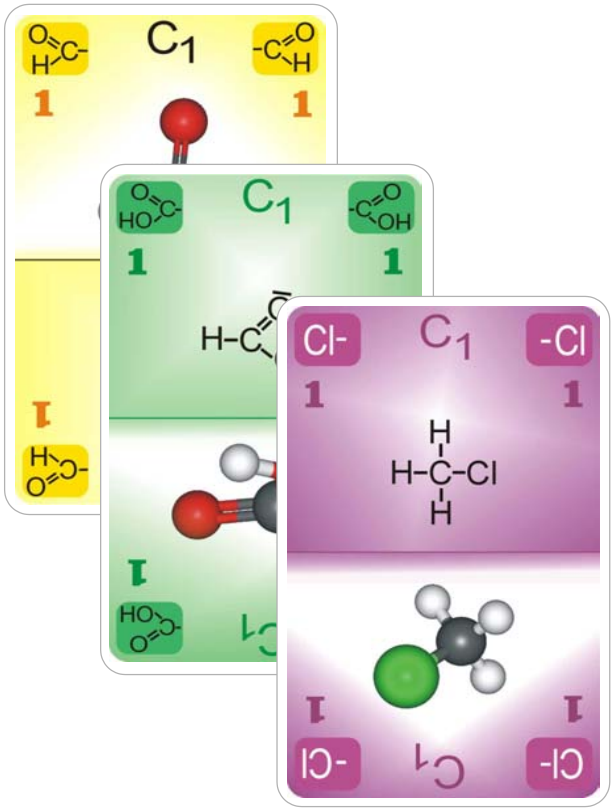
How to collect sets of cards:



Drawing pile Discard pile

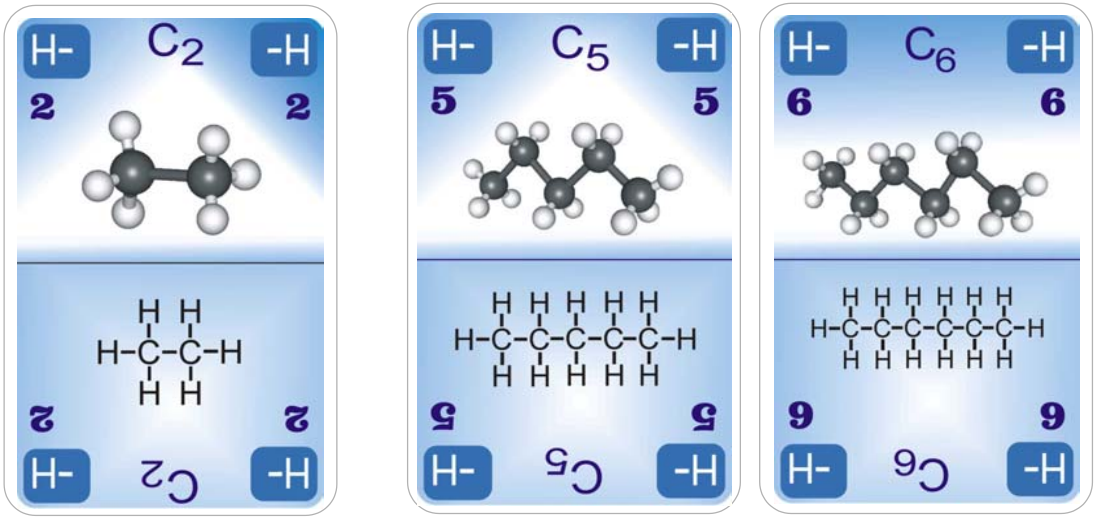
Take one card from the discard **or** drawing pile... and then discard one card onto the discard pile.

Putting down sets of OC cards:



At least 3 OC cards with the same number of carbon atoms

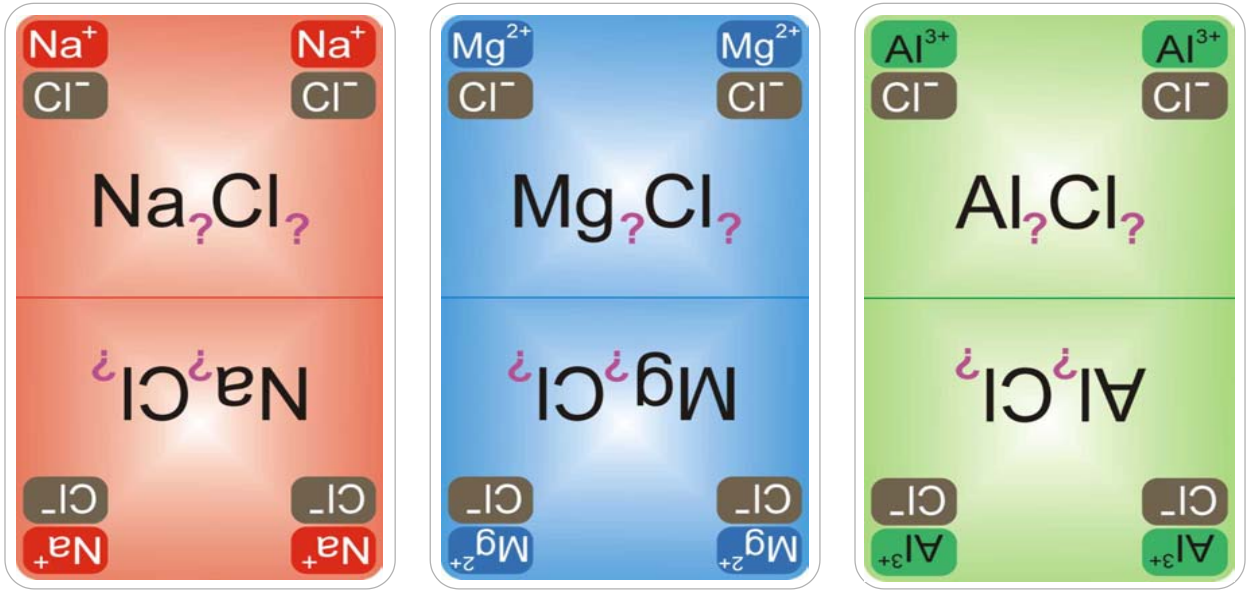
or:



At least 3 cards of the same homologous family are needed - here 3 alkanes

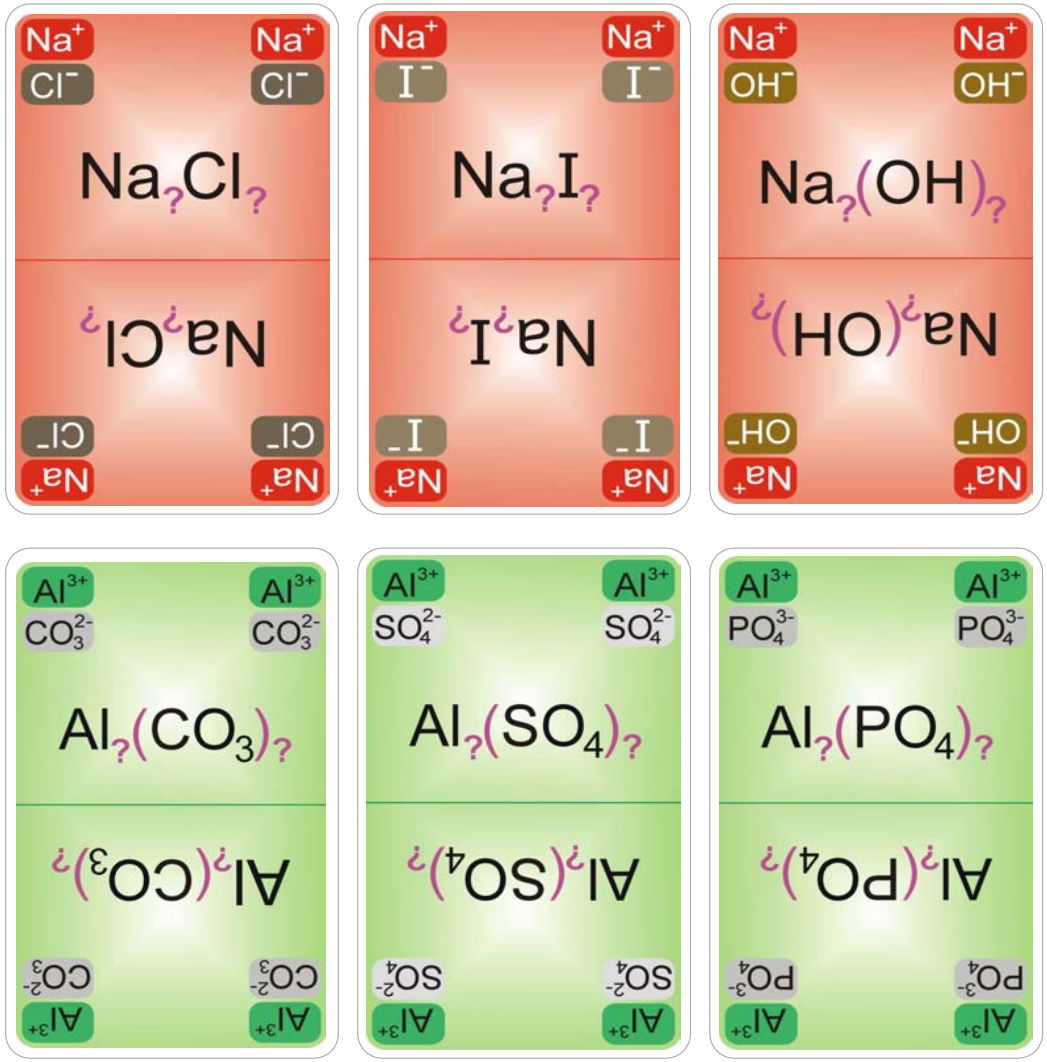
Rule: compound gaps are allowed - here propane and butane (C_3 and C_4) - but, single OC cards may only be added to an adjoining card of a set.

Collecting sets of IC-cards



At least 3 IC-Karten with <u>the same anions</u>

Collecting IC-cards:



At least 3 IC cards with same cation that all end with:

ide

sodium chlor<u>ide</u>, -iod<u>ide</u>, -hydrox<u>ide</u>

or

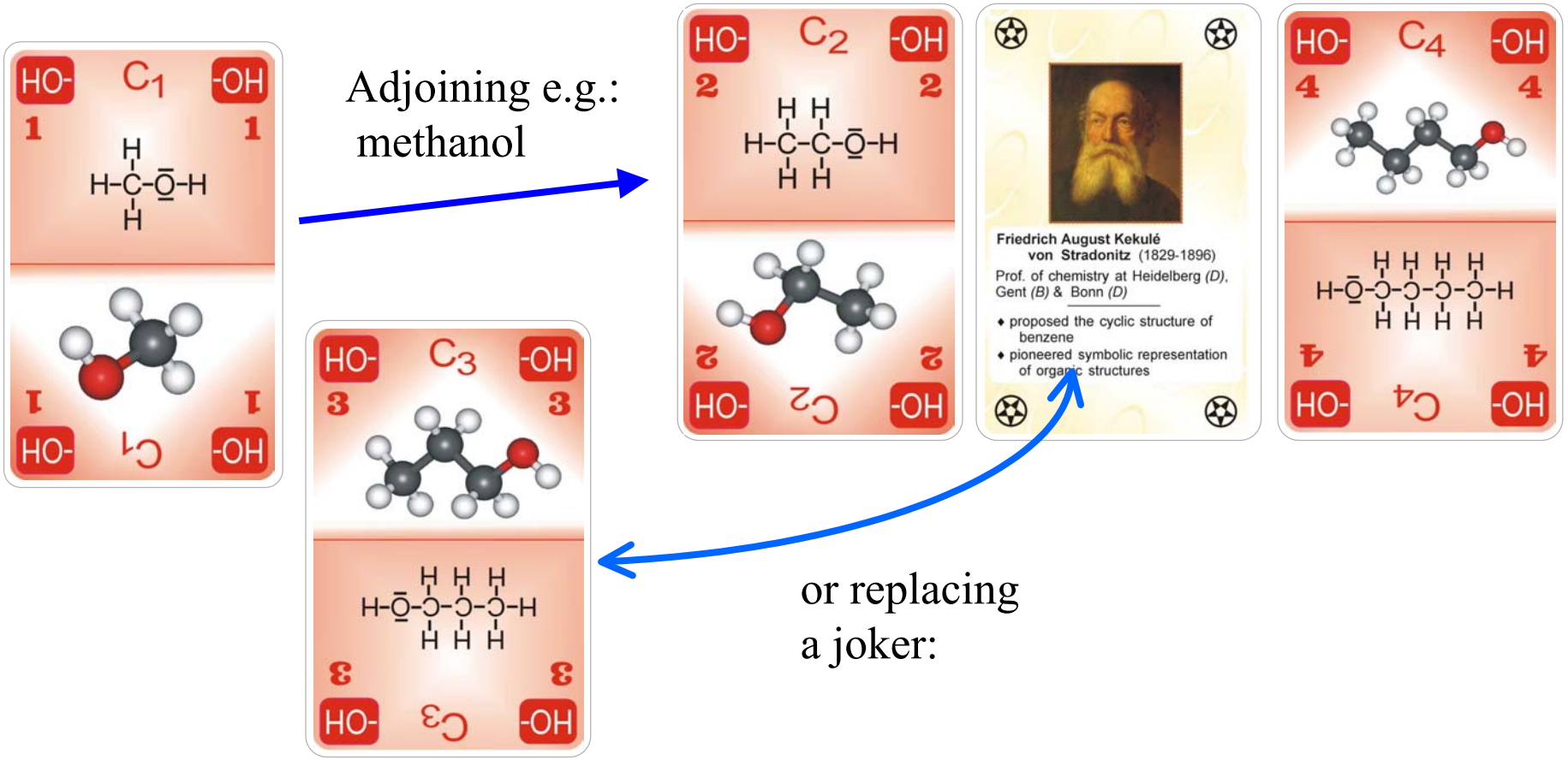
ate **…compounds**

aluminium carbon<u>ate</u>, -sulf<u>ate</u> and -phosph<u>ate</u>

Restriction: A player can only „open" by putting down at least:

- One set of **3** IC **and** one set of **3** OC cards

or

- one set **4** IC **or** 4 OC cards

After ‚opening' with first sets of cards, the player may replace jokers or adjoining single cards to all sets on the table.