

ROBmmy

THE STEALING CARD GAME

inspired by Rummy · 2–4 players · first to the agreed target score wins

OBJECTIVE

Build **Melds** on the table, steal opponents' open melds, and lock cards into **Vaults**. First team to reach the **agreed target score** (typically **3,000 pts**) wins.

PLAYERS & TEAMS

- **2–4 players.** With 4: 2 partnerships of 2.
- Partners share one **tableau, score & Reload.**
- **No strategy talk during a round.**

SETUP

- **3 decks** numbered **1–12** in Blue, Red, Yellow
- **12 Jokers** (wildcards)
- Shuffle all the cards
- Deal **11 cards** each · Remaining = Draw Pile

THE JOKER



- Substitutes **any card** in a Set or Run
- **Max 1 Joker** per meld
- Cannot initiate a Steal
- Cannot complement a clean vault
- **−30 pts** if left in hand at round end

SET — SAME NUMBER, DIFFERENT COLORS

3+ cards with the **same number.** A color **can repeat** — you may have multiple cards of the same color in a Set. 1 Joker allowed. **Max 12 cards.**

VALID SET — THREE 9S, ONE PER COLOR



✔ 3-card Set, all 3 colors

VALID SET — FOUR 9S, BLUE REPEATED



✔ 4-card Set — same color (Blue) can repeat

VALID SET — THREE 7S WITH JOKER



✔ Dirty Set — Joker + 3 real cards

RUN — CONSECUTIVE NUMBERS, SAME COLOR

3+ consecutive cards, all **same color. Wrap-around legal:** after 12 comes 1. **Max 12 cards.**

BLUE RUN — 6, 7, 8, 9



✔ 4-card Open Run · add Blue 5 (left) or Blue 10 (right) to extend

WRAP-AROUND RUN — YELLOW 11, 12, 1, 2



✔ Legal wrap: 11 → 12 → 1 → 2. After 12 comes 1!

TURN STRUCTURE

① DRAW FROM DECK

- Draw **1 or 2 cards** from the Draw Pile
- Create new Sets or Runs from hand
- Extend existing melds on the table
- Must **discard 1** to end turn — unless your hand is **emptied by melding**

② TAKE DISCARD PILE

- Top card must **immediately** form or extend a meld on your side
- Cannot use pile cards to qualify the top card — can use cards from hand
- Take the **entire pile** after the top card is used
- Then meld normally, discard

③ STEAL

- Play **1 non-Joker card** onto opponent's Open Meld (3–6 cards)
- **Set steal:** add one card or more of the same ranking
- **Run steal:** add one card or more, according to the rules of the runs
- Wrap-around extensions are legal
- Stolen meld → **your side**. Turn ends, no discard
- **1 steal per turn.** Cannot steal a Vault (7+)
- A Steal cannot be done if the player **Goes Out** in the same turn
- A **Joker can never be the card immediately touching** the existing meld — it may only extend further out, once a real card has bridged the gap

MELD & EXTEND — AFTER DRAW OR TAKE, OPTIONAL, IF NOT STEAL

Lay down any new valid melds from your hand and add cards to any existing meld on your side. No limit on melds per turn.

JOKER ON YOUR OWN CLEAN VAULT

You may add a Joker to **your own** Clean Vault — it becomes a **Dirty Vault** (+100 instead of +200). A Joker can never be added to an opponent's Clean Vault.

COMPLEMENTING OPPONENTS — OPTIONAL, IF NOT STEAL

- Add cards to **any opponent's meld** — it stays theirs
- Reduces your **hand-card penalty** at round end
- If you complement, **cannot Empty hand or Go Out** that same turn
- Cannot use a Joker to complement a clean vault

VAULTS / RELOAD / GOING OUT

VAULTS — LOCKING A MELD

Any meld reaching **7+ cards** becomes a **Vault** — permanently locked. **Vaults cannot be stolen.** A team needs at least 1 Vault to Go Out.

CARDS	STATUS	STEALABLE?	BONUS
3–6	Open Meld	✓ YES	—
7+, no Joker	Clean Vault	✗ NO	+200 pts
7+, 1 Joker	Dirty Vault	✗ NO	+100 pts

RELOAD

- Empty your hand for the **first time** — by **melding or discarding** → receive **11 new cards** (the Reload)
- **Only 1 Reload** per partnership per round
- After Reload: empty your hand again to **Go Out** (if all conditions met)
- **Reload-by-discard, round ends early:** if a player completes their Reload and the round ends — because another team **Goes Out** — before they get another turn, that player is penalised **–100 pts only** (not the standard per-card/per-Joker hand penalties)
- This flat –100 only protects that one moment. As soon as the reloaded player takes their **next turn** — even without melding anything — the protection ends. If the round finishes later with cards still in hand, the **standard per-card/per-Joker penalty** applies instead, no matter how many turns have passed since the Reload

> ! NO-RELOAD PENALTY
>
> Team that does not Reload before round end loses **100 pts**.

GOING OUT — ENDING THE ROUND

Your team must satisfy **ALL THREE** to Go Out:

- ✓ Has already used Reload
- ✓ Has at least 1 Vault (7+ cards) on the table
- ✓ One partner **empties their hand** completely — by melding or discarding

> DRAW PILE RUNS OUT
>
> If the **Draw Pile is exhausted** before any team Goes Out, the round ends immediately instead — whether the deck runs out mid-draw, or a team's hand empties and there aren't enough cards left for a full 11-card Reload. **No Go-Out bonus is awarded** that round (nobody actually satisfied all three conditions above). Everything already on the table still scores normally — meld points, Vault bonuses, the No-Reload penalty, and hand-card penalties all apply as usual — and a new round begins right after.

Scoring & Winning

SCORING AT ROUND END

+100	**Team that goes out** — bonus
+10	Per card in own melds & Vaults on table
+200	**Clean Vault** — 7+ cards, no Joker
+100	**Dirty Vault** — 7+ cards, 1 Joker
−20	Per card remaining in **any player's** hand
−30	Per **Joker** remaining in **any player's** hand
−100	Team that **failed to use their Reload**

WINNING

- Play rounds until a team reaches the **agreed target score**
- If several teams cross the target in the same round → **highest score wins**
- Tied on score → the team that **won more rounds** wins
- Still tied → the game **ends in a tie**

PARTNERSHIPS

- Partners share one combined **tableau**
- Either partner may extend any shared meld
- Melds may sit in front of one partner for table clarity
- Share: **Reload, score, Vault requirement**
- Hand penalties count for **both partners** — also on the team that goes out
- **No strategy communication during a round**

VARIANT — BALANCED LUCK

- Optional — **agree before the game** whether to use it
- Every 11-card hand — at the start of a round and on each **Reload** — may hold at most **2 Jokers** and at most **6 cards that already belong to a possible meld**
- Otherwise the hand is shuffled back and **re-dealt**
- Nobody starts with a hand that is already almost complete

ROUND SCORING — FULL EXAMPLE

TEAM A — goes out this round

1 Clean Vault (Blue Run 5–11, 7 cards) on table:



1 Dirty Vault (Red Run 6–12 with Joker, 7 cards) on table:



1 Open Meld (Yellow Set of 9s, 3 cards) on table:



+100 go-out bonus

+200 Clean Vault (Blue 5–11)

+100 Dirty Vault (Red run)

+10 × 17 cards on table = +170

= 570 pts this round

TEAM B — did not go out & did not Reload

1 Open Meld (Yellow Run 6–9, 4 cards) on table:



4 cards + 1 Joker still in hand:



+10 × 4 cards on table = +40

−20 × 4 hand cards = −80

−30 × 1 Joker in hand = −30

−100 did not Reload

= −170 pts this round