

Shanghai Rummy Rules

The seven-round contract game, in full. Free to print and share.

shanghairummy.io/how-to-play

What you need

- Two standard 52-card decks shuffled together, plus four jokers: 108 cards.
- Three to five players. The game at shanghairummy.io deals for four.
- Paper for scores. Lowest total after seven rounds wins.

The two melds

- **Set:** three or more cards of the same rank, any suits. Two copies of the same card are allowed, because there are two decks.
- **Run:** four or more consecutive cards of one suit. Aces are high only, so J-Q-K-A is a run and A-2-3-4 is not.
- Any meld may contain **at most one joker**.

The seven contracts

Round	Contract	Cards it uses
1	Two sets	6
2	One set and one run	7
3	Two runs	8
4	Three sets	9
5	Two sets and one run	10
6	One set and two runs	11
7	Three runs	12

Eleven cards are dealt every round. Round seven needs twelve, so you reach it by buying or by drawing.

Restrictions on the initial meld

- Two required sets may not share the same rank.
- Two required runs in the same suit may not be consecutive. Eight cards in a row cannot be split into two adjoining four-card runs.

A turn

1. **Draw** one card, from the stock or the top of the discard pile.
2. **Lay down** the exact contract if you can and have not already. You may lay off further cards onto exposed melds on the same turn.
3. **Discard** one card. That ends your turn.

Buying

- When a discard is turned and the next player does not want it, anyone else may buy it: they take the discard **plus two cards from the stock**.
- Two buys per player per round.
- Priority goes to whoever's turn comes soonest.
- You cannot buy on your own turn; you draw normally instead.

The Shanghai call

If you discard a card that fits a meld already on the table, announce "Shanghai". That card cannot be taken or bought on the following turn. The call only applies to a card that genuinely fits an exposed meld.

Going out

- Rounds one to six: play your last card as a discard.
- Round seven: play your entire hand at once as three valid runs, with no final discard. Nothing may be left over.

Scoring

Card left in hand	Penalty
Joker	50
Ace	20
8, 9, 10, Jack, Queen, King	10
2 to 7	5

The player who goes out scores zero for that round. Everyone else adds up the cards still in hand. After seven rounds, the **lowest** total wins.

Score sheet

Round	Player 1	Player 2	Player 3	Player 4
1. Two sets				
2. Set + run				
3. Two runs				
4. Three sets				
5. Two sets + run				
6. Set + two runs				
7. Three runs				
Total				