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The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. By using this site, you agree to the Privacy Policy and Terms of Use. Three-Thirteen, also known as 3-13, or Three-Through-Thirteen, is a meld-making game in the Rummy Family of card games. Specifically, it is a variation in which all cards are kept in the hand, and are not set out onto a Play area where other Players may use melds to form their own melds. The game instructions begin with forming the deck. Three-Thirteen may be played with 2-4 Players, and could even be played with more if more decks are added. Generally, one deck per two people playing is considered enough. Three Thirteen uses the standard Anglo-American 52-card deck, and multiple copies of that same deck depending on the number of Players. The Dealer is chosen randomly, and from then on the Dealer position will move across the table clockwise. There are 11 total rounds in a game of Three Thirteen, with each round dealing a different number of cards. This is where the game gets its name. In the first round, Players are dealt 3 cards each. In the eleventh round, Players are dealt 13 cards each. Once each Player is dealt the requisite cards for the round, the remaining cards are placed face-down in the center of the table, acting as the stock. During each round, the wild cards also change. In round 1, Threes are wild, In Round 2, Fours are wild. This continues on through the ranks in order, ending in round 11 with the "thirteenth" card, the King. This means that wild cards change from round to round. Unlike other Rummy Games, Players do not place their cards down on the table. Instead, they must form their melds in their hand. The start of each round is begun by the "eldest hand", or the Player immediately to the left of the Dealer. As it is round 1, 3 cards have been dealt to Player 1. They must then draw one card from the stock of remaining cards, and then discard one card to the side of the stock, creating the discard pile. On subsequent turns after the first, Players may choose to draw the top card from the discard pile, instead of the stock. However, they must still discard a card at the end of their turn. The aim of the game is to "Go out" with the fewest amount of penalty points possible. Like in most Rummy games, these penalty points are assigned for "deadwood", cards that do not fit into a meld and are remaining in the hand at the end of a round. A Player chooses when they wish to Go out, declaring it at the end of their turn after they have discarded. When this happens, each other Player will be able to take their turn normally. When it is the declaring Player's turn once again, the round ends, and deadwood scores are tallied. There are two melds in Three Thirteen: Sets and Sequences. A Set is a grouping of cards that all have the same rank (Ace, 2-9, 10, Jack, Queen, King). There must be at least three cards in a Set for it to be considered valid, but there may be more than three in any given set. For example, 5♥, 5♣, 5♠. A Sequence is a grouping of cards that are all the same suit (♥♦♠♣) and are ascending or descending in order. This is similar to a Straight Flush from Poker. For example 3♥, 4♥, 5♥. Forming these melds in the hand prevents the cards within the melds from being counted as deadwood. However, keep in mind that a card can only be used for one meld at a time. So a 4♦ that fits in a sequence of 3♦ and 5♦ or a set of 4♠, 4♣ must be used for one of these melds. In this situation, it does not matter, as 4+4 and 3+5 are both 8, making their deadwood scores the same. The game continues, with deadwood scores being tabulated in a grand total for each Player between rounds. At the end of the 11 stipulated rounds of play, the Player with the lowest score is the winner. Normal Rummy rules designate Deadwood as all non-melded cards remaining in the hand after a Player has "gone out" When the stock is emptied, it is considered an immediate end to the round. The Player who draws the final stock card must discard one card, and then deadwood scores will be tallied. Aces are always low in Three Thirteen, and do not rank above King, Q, K. A is not a valid sequence meld. Wildcards change each round, starting with threes, then fours, and so on, until Kings in the 11th round. A meld may have as many wild cards in it as possible, and three wild cards on their own may form a meld of the Player's choice, either a Sequence or a Set, for the purposes of melding more cards. The following score sheet will explain the penalty points for deadwood scores for Three Thirteen. Remember that the lower deadwood score is better. Each card remaining in the hand that was not melded will grant the Player the following penalty points: CardsScoreAces1 PointTwos2 PointsThrees3 PointsFours4 PointsFives5 PointsSixes6 PointsSevens7 PointsEights8 PointsNines9 PointsTens10 PointsJacks10 PointsQueens10 PointsKings10 Points The following is a possible example hand in round 5 of Three Thirteen. ♠ 10♠, 7♥, ♠K, ♠Q, ♠J, ♠4♥ And assume that this Player drew: 5♠ In Round 5, Players should be dealt seven cards, and 7s will be wild cards for the round. This means that this Player has 2 wild cards in their hand, allowing for an immediate meld with the ♠K, ♠Q♠ sequence, or they can hope for the ♠J♠ and plan on using the wild cards to form other melds. Aces are always low in Three Thirteen. They can never rank above a King in a sequence and are only worth a single penalty point if they are deadwood. Unfortunately, there do not seem to be any reputable websites that offer this particular version of Rummy for free. A Player declares that they are going out at the end of their turn, immediately after they have discarded their card for the turn. This tells other Players they only have one more turn to make their melds before the round ends. The goal of Three Thirteen is to use the cards in your hand to form sets and runs, accumulating the fewest possible points over 11 rounds of gameplay. Three Thirteen is part of the Rummy family. Three Thirteen is for two or more players, but it's best with two to four players. Use a standard 52-card deck for two players or two standard 52-card decks for three to four players. Beyond that, simply use enough standard 52-card decks to ensure there are enough cards for the final round. Aces are low, while Kings are high. The goal of Three Thirteen is to use the cards in your hand to form sets and runs, accumulating the fewest possible points over 11 rounds of gameplay. The first dealer is chosen randomly. After each round, it passes to the left. Cards are dealt as follows: Round 1: 3 cardsRound 2: 4 cardsRound 3: 5 cardsRound 4: 6 cardsRound 5: 7 cardsRound 6: 8 cardsRound 7: 9 cardsRound 8: 10 cardsRound 9: 11 cardsRound 10: 12 cardsRound 11: 13 cardsAll remaining cards are placed on the table, face-down, to form the draw pile. The top card from the draw pile is turned face up to start the discard pile. The player to the left of the dealer plays first. Play continues clockwise. A player first draws a card, either the top face-down card on the draw pile or the top face-up card on the discard pile. If the player does not go out, they then discard a card, face-up, on the discard pile. On a player's turn, he or she can go out if, after drawing the top face-down card on the draw pile or the top face-up card on the discard pile, they can arrange all of the cards in their hand into sets, with one card left over to discard. If a player goes out, he or she announces it and then play his or her set and discard one card. The other players have one more turn before the round ends and scoring takes place. There are two types of valid combinations, sets, and runs: A set of three or more cards of the same rank, such as 7-7-7.A run of three or more cards in the same suit, such as A-2-3 of hearts. A combination can contain more than three cards, but no card can be counted as part of more than one combination. Players may not add cards to sets or runs played by other players. One of the cards is wild in each round and can be substituted for any other card in a set or run. The wild cards are: Round 1: 3sRound 2: 4sRound 3: 5sRound 4: 6sRound 5: 7sRound 6: 8sRound 7: 9sRound 8: 10sRound 9: JacksRound 10: QueensRound 11: Kings During their final turn, each player arranges his or her hand into as many sets and runs as possible. Any leftover cards are scored as penalty points: Ace: 1 point each2: 2 points each3: 3 points each4: 4 points each5: 5 points each6: 6 points each7: 7 points each8: 8 points each9: 9 points each10: 10 points eachJack: 10 points eachQueen: 10 points eachKing: 10 points each Scores are added together from round to round. At the end of the 11th round, the player with the lowest score is the winner. Many players prefer to use Aces as low cards or high cards. If this is done, an Ace left over at the end of the round is a 15-point penalty. If you're a big fan of rummy games, we've got you covered with this super fun variation. Also called 3-13 and Three-Through-Thirteen, Three Thirteen is an entertaining card game that is played out over a whopping 11 rounds!Just like other rummy games, you're going to need a combination of strategy and luck. With each round presenting new opportunities and challenges, Three Thirteen offers endless possibilities for strategic maneuvers and, of course, a ton of fun with friends and family! Whether you're a seasoned veteran or new to the game, here are the rules for the Three Thirteen card game.First things first, you'll need the right number of decks. If only two people are playing, you'll need a single 52-card deck (a standard deck without the two jokers), but if three or four people are playing, you'll need two decks to ensure there are enough cards for the last round. There are 11 whole rounds, after all!Choose the dealer at random, with the deal passing to the left after each round.There are 11 rounds in Three Thirteen, and in each round, players are dealt a different number of cards. Cards are dealt in the following sequence:Round 1: 3 cardsRound 2: 4 cardsRound 3: 5 cardsRound 4: 6 cardsRound 5: 7 cardsRound 6: 8 cardsRound 7: 9 cardsRound 8: 10 cardsRound 9: 11 cardsRound 10: 12 cardsRound 11: 13 cardsCards that remain after the deal in that round are placed on the table, face-down, to form a stockpile. Then, just like in other rummy games, flip over the top card beside it to begin the discard pile.In Three Thirteen, Aces are low and Kings are high, with cards ranking from A, 2, 3... Q, K.Each round has a different wild card as well! You can substitute these cards for any other card in a run or set in order to complete it. In order for a set or run to be valid though, at least one non-wild card must be played.Round 1: 3sRound 2: 4sRound 3: 5sRound 4: 6sRound 5: 7sRound 6: 8sRound 7: 9sRound 8: 10sRound 9: JacksRound 10: QueensRound 11: KingsUnlike your standard rummy game, players do not place any formed melds onto the table for other players to see. Instead, players must secretly form melds in their hands. Think: Gin Rummy.Before we jump straight into the Three Thirteen card game rules, it's important to understand the objective of the game. In this game, your goal is to "go out" with as few penalty points as possible.Starting to the left of the dealer, each player takes turns in the following manner:Drawing a card from the stockpile or the discard — their choice.Making melds.Going out (if they can!). If they can't, they do not go out, play moves to the left or clockwise.In the Three Thirteen card game, there are two types of melds you can create: sets and runs.A set is 3+ cards of the same rank. For example, 6-6-6A run is 3+ cards of the same suit. For example, 3-4-5 of diamonds.Melds can have more than three cards BUT a card is only valid in a single combination. You cannot add your cards to other sets or runs. So, for example, if you have a 7 of hearts that could fit into a meld of 7 of diamonds and 7 of spades (a set) OR a meld of 8 of hearts and 9 of hearts (a run), you must choose one of these melds.Keep in mind that since Aces are low and Kings are high, a run of Q, K, Ace is not valid but a run of A, 2, 3 is.As mentioned, the objective is to "go out."During your turn, you may go out if, after drawing a card to begin your turn, you are able to form all your cards into sets, with one card left to discard. When a player goes out, they must announce it after discarding a card to end their turn.All other players have 1 more turn before the round is completed and scoring begins.Once a player goes out, players must try to organize their hand into as many sets and runs as possible for the final turn prior to scoring. Cards that remain in hand and are not part of a meld are given penalty points as follows:Ace: 1 point each2 to 10: Face value. For example, a 3 is worth three points, and so on,Jack to King: 10 points eachContinue adding and keeping track of the scores from each round.Keep playing round after round. And after the final round (round 11), the player with the lowest score wins!There are a few different variations of Three Thirteen rules you can employ if you're feeling up for a bit of a change or challenge.Ace as high card. Instead of Ace as a low card, you can designate Ace as the highest card. The penalty for an Ace in this case would be a whopping 15 points!Jack, Queen, King points. Instead of J, Q, and K being worth 10 points each, instead, they can be worth 11, 12, and 13 penalty points, respectively.No redemption. Once a player goes out, other players do not get one final turn to better their hand.All wild meld. In standard Three Thirteen rules, you cannot make a meld of only wild cards, but some variations state that you may.Going out by mistake. If a player goes out by mistake, they get a penalty of 20 points.Did you love playing Three Thirteen? We did too! The best thing about rummy-style games is that there are so many variations and games you can play. Here are some of our favorites:In Three Thirteen, Aces are always low. So, in a run, an Ace cannot be placed above a King. Instead, it should be paired with 2, 3, 4, ... and so on. Definitely! If your child is familiar with rummy-style card games, they'll love Three Thirteen! INTRODUCTION Collect runs and sets to win the game. A wild card in each round adds an element of luck to a game that takes skill to win. In the first round, each player is dealt three cards face down. One card is placed face up next to the pile. Player one takes a card from the pile or deck, then tries to create runs e.g. 4♠, 5♠, 6♠ of the same suit or sets of the same number e.g. 8♥, 8♠, 8♣. HOW TO WIN The game lasts for ten rounds. The player with the lowest total score across all the rounds wins. Player one must then discard a card onto the pile e.g. Q. The next player then takes a turn. In each round there are four wild cards which can be used as any card if a player gets one. The wild card is the same card as the number of cards dealt e.g. in the first round it's the four 3's. When a player can play all their cards they place them face up. They must also discard a card onto the pile. All sets and runs must have at least three cards. All other players then have one more turn and can play their sets and runs. Players count the points of any remaining cards and add them to their total score e.g. 4, 2, 4 is ten points. The next player shuffles and deals. The next round has four cards dealt with the 4's as the wild cards. This continues for ten rounds. After the tenth round, when K's are wild cards and each player has thirteen cards, the winner is the player with the lowest total score. If there's a draw, another tenth round is played. In round three (when players have five cards) it's possible to finish with a set of four cards of the same number and a wild card. If winning is unlikely in any round, then collecting the cards with the lowest points is common tactic. Add the two joker cards from the deck to have a total of six wild cards per round. This will reduce the skill level needed. This Rummy game is similar to the Five Crowns game available for purchase. Five Crowns uses a custom deck with five suits, Three Thirteen uses a standard deck but otherwise is very similar. The game starts with only three cards dealt to each player, and each successive round gets one more card. Players: Two or more players. Cards: One standard 52-card deck for two players. Two decks for three or four people. The key is that there be enough cards for all to play, so additional decks can be added for larger groups as needed. Aces always rank low in this game, (as if they had a "1" on the card.) The Deal: This game has eleven rounds. The first dealer is chosen at random and the turn to deal passes to the left after each round. In the first round three cards are dealt to each player, in the second round four cards are dealt and so on until the eleventh and last round in which thirteen cards each are dealt. The remainder of the cards are placed face down on the table to form a stock pile. The top card of the stock is being flipped face up and put beside the stock pile to start the discard pile. Objective: The object of the game is to form all the cards in your hand into Sets or Runs. Melding (laying sets or runs onto the table) is not done until the end of each round of the game. There is no laying off of cards onto other melds at any time. As mentioned, this game has 11 rounds. The number of cards dealt changes for each round, as does the wild card for that round. The wild card is equal to the number of cards dealt for that hand. Round Cards Dealt Wild card 1 3 Threes 2 4 Fours 3 5 Fives 4 6 Sixes 5 7 Sevens 6 8 Eights 7 9 Nines 8 10 Tens 9 11 Jacks 10 12 Queens 11 13 Kings Play commences with the player to the left of the dealer taking a turn and continues clockwise until the hand ends. Players do the following actions when it is their turn: Draw: A card must be drawn either from the stock pile or the discard pile and added to the player's current hand. Discard: The player ends his or her turn by discarding one card face up to the discard pile. Once the discard is done then the turn is over and the player cannot do anything else until their next turn. A player can go out when it is their turn to play. He or she must draw a card, and if they are then able to form all of their cards, except one, into Sets or Runs then they can lay down their melds and discard their final card. Each of the other players is allowed one more turn. When the turn comes back to the player who went out then the round is over and the scores are calculated. At the end of the round each player forms their cards into sets and runs. Any cards left that are not in a set or run (i.e. their deadwood) are added up based on the following values, and this becomes penalty points for that player. Players are not allowed to lay off their deadwood on any of the other melds that have been formed. Cards have these point values: Card Value Ace 1 Face cards 10 Others Face value The scores are accumulated from round to round, and whoever has the lowest score at the end of the eleventh round is the winner. The following rules may be added to the standard game if all players agree to the variation before the first player takes their turn. It's not an all or nothing deal, the game participants can pick and choose which variations they like. Aces high or low: Some play that Aces can be used as high or low - so Q-K-A is a valid sequence. In this case an Ace remaining in your hand at the end costs 15 points, rather than one point. Face card points: Some groups score 11 points for Jacks, 12 for Queens and 13 for Kings. Jokers: Some groups include Jokers as additional wild cards. In that case, a joker left in your hand at the end of a round scores 20 penalty points. For large groups of players, Stan Stone has invented 3-13 Speed, in which the play is speeded up by means of simultaneous drawing and discarding, controlled by a caller. A proprietary version of 3-13 using a special five-suited pack, has been published under the name Five Crowns. Jared Mellentine has contributed a variation Deuces Aren't Wild with an additional 14-card round and a bonus round in the event of a tie. Three-Thirteen, also known as 3-13, or Three-Through-Thirteen, is a meld-making game in the Rummy Family of card games. Specifically, it is a variation in which all cards are kept in the hand, and are not set out onto a Play area where other Players may use melds to form their own melds. The game instructions begin with forming the deck. Three Thirteen may be played with 2-4 Players, and could even be played with more if more decks are added. Generally, one deck per two people playing is considered enough. Three Thirteen uses the standard Anglo-American 52-card deck, and multiple copies of that same deck depending on the number of Players. The Dealer is chosen randomly, and from then on the Dealer position will move across the table clockwise. There are 11 total rounds in a game of Three Thirteen, with each round dealing a different number of cards. This is where the game gets its name. In the first round, Players are dealt 3 cards each. In the eleventh round, Players are dealt 13 cards each. Once each Player is dealt the requisite cards for the round, the remaining cards are placed face-down in the center of the table, acting as the stock. During each round, the wild cards also change. In round 1, Threes are wild, In Round 2, Fours are wild. This continues on through the ranks in order, ending in round 11 with the "thirteenth" card, the King. This means that wild cards change from round to round. Unlike other Rummy Games, Players do not place their cards down on the table. Instead, they must form their melds in their hand. The start of each round is begun by the "eldest hand", or the Player immediately to the left of the Dealer. As it is round 1, 3 cards have been dealt to Player 1. They must then draw one card from the stock of remaining cards, and then discard one card to the side of the stock, creating the discard pile. On subsequent turns after the first, Players may choose to draw the top card from the discard pile, instead of the stock. However, they must still discard a card at the end of their turn. The aim of the game is to "Go out" with the fewest amount of penalty points possible. Like in most Rummy games, these penalty points are assigned for "deadwood", cards that do not fit into a meld and are remaining in the hand at the end of a round. A Player chooses when they wish to Go out, declaring it at the end of their turn after they have discarded. When this happens, each other Player will be able to take their turn normally. When it is the declaring Player's turn once again, the round ends, and deadwood scores are tallied. There are two melds in Three Thirteen: Sets and Sequences. A Set is a grouping of cards that all have the same rank (Ace, 2-9, 10, Jack, Queen, King). There must be at least three cards in a Set for it to be considered valid, but there may be more than three in any given set. For example, 5♥, 5♣, 5♠. A Sequence is a grouping of cards that are all the same suit (♥♦♠♣) and are ascending or descending in order. This is similar to a Straight Flush from Poker. For example 3♥, 4♥, 5♥. Forming these melds in the hand prevents the cards within the melds from being counted as deadwood. However, keep in mind that a card can only be used for one meld at a time. So a 4♦ that fits in a sequence of 3♦ and 5♦ or a set of 4♠, 4♣ must be used for one of these melds. In this situation, it does not matter, as 4+4 and 3+5 are both 8, making their deadwood scores the same. The game continues, with deadwood scores being tabulated in a grand total for each Player between rounds. At the end of the 11 stipulated rounds of play, the Player with the lowest score is the winner. Normal Rummy rules designate Deadwood as all non-melded cards remaining in the hand after a Player has "gone out" When the stock is emptied, it is considered an immediate end to the round. The Player who draws the final stock card must discard one card, and then deadwood scores will be tallied. Aces are always low in Three Thirteen, and do not rank above King, Q, K. A is not a valid sequence meld. Wildcards change each round, starting with threes, then fours, and so on, until Kings in the 11th round. A meld may have as many wild cards in it as possible, and three wild cards on their own may form a meld of the Player's choice, either a Sequence or a Set, for the purposes of melding more cards. The following score sheet will explain the penalty points for deadwood scores for Three Thirteen. Remember that the lower deadwood score is better. Each card remaining in the hand that was not melded will grant the Player the following penalty points: CardsScoreAces1 PointTwos2 PointsThrees3 PointsFours4 PointsFives5 PointsSixes6 PointsSevens7 PointsEights8 PointsNines9 PointsTens10 PointsJacks10 PointsQueens10 PointsKings10 Points The following is a possible example hand in round 5 of Three Thirteen. ♠ 10♠, 7♥, ♠K, ♠Q, ♠J, ♠4♥ And assume that this Player drew: 5♠ In Round 5, Players should be dealt seven cards, and 7s will be wild cards for the round. This means that this Player has 2 wild cards in their hand, allowing for an immediate meld with the ♠K, ♠Q♠ sequence, or they can hope for the ♠J♠ and plan on using the wild cards to form other melds. Aces are always low in Three Thirteen. They can never rank above a King in a sequence and are only worth a single penalty point if they are deadwood. Unfortunately, there do not seem to be any reputable websites that offer this particular version of Rummy for free. A Player declares that they are going out at the end of their turn, immediately after they have discarded their card for the turn. This tells other Players they only have one more turn to make their melds before the round ends.