

Sloth Rummy Instructions

- Needed: pencil/paper for scorekeeper
- Dealer shuffles and deals 6 cards to each player. Dealer then stacks remaining cards facedown and turns top card faceup to use as discard pile.
- All players check their hands and turn any sets of 3 (same number) and sets of 4 (numeric order; same suit) faceup and save nearby. Players also turn single cards matching other players' sets faceup.
- Player at left of dealer tries to match card in hand by drawing from stack of discards. (When any discard card is chosen, player must pick up whole stack of discards.) Player's turn ends when no sets/matches can be turned up. Player discards one card, and play passes left.
- Players shuffle and reuse discards as needed when draw pile runs out. Play ends when player discards his or her last card.
- Players count sets face value for points, minus value of cards in hand. First player to 100 points wins the game!