

© 1976, 1987 Amurá
A product of Amurá Unlimited LLC
All Rights Reserved.

The card playing of Gin-Go™ is styled in the card game “500 Rummy” from the Gin Rummy family with its own unique playing style.

With each spread (meld) created, a player places their chips onto the Gin-Go™ board that corresponds to the cards laid down. This goal is to make the kind of spreads that will enable the player to place an unbroken line (straight or zigzag) from your “A” to “K” row (see Figure1). Once a connecting line is formed, you will have “Gin”. But while you’re playing from your end, your opponent(s) is playing from their end, placing chips to match their melds and bumping off your chips that occupy their space as you bump off their chips that occupy your space. This constant tit-for-tat makes Gin-Go an exciting game for two players or teams of two players.

Equipment

A rule book, playing board, two sets of 50 colored-playing pieces (chips or pegs), two sets of 4 suit-symbol marker (for the four suits), a game bag and recording forms for unfinished games.

The Gin-Go Board

The board has fifty-two (52) playing areas in a 4 columns by 13 row grid (see Figure 1). There are also 2 outer rows (along top and bottom) called “Suit-Rows”.

To the side of each row there are letters and numbers in the order of **A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, and K**, matching Ace to King in a standard deck of cards. The “A” to “K” markings that are played by a player are viewed on their left side of the game board.

Every board space holds two coordinates, one for player A and another for player B.

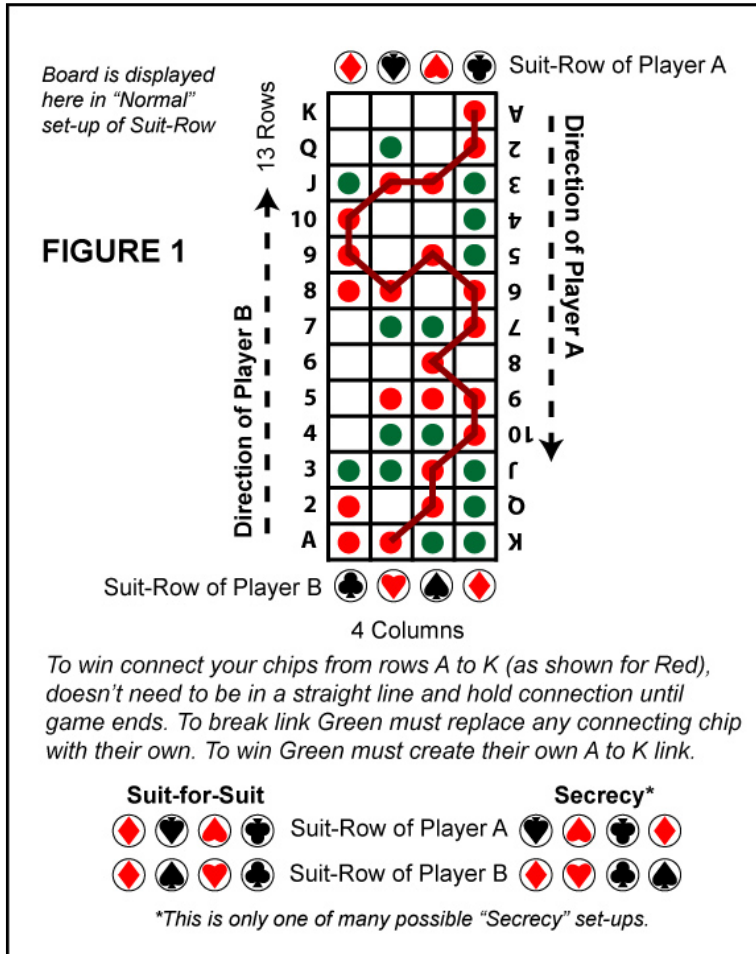
Suit-Row Set-Up

Before play begins, each player's four symbol-suit markers must be positioned in their suit row. There is a suit marker for **Diamonds**, Clubs,

Hearts and Spades. These markers can be arranged on board as follows:

The dealer shuffles the deck (Jokers included) and the opponent cuts. The dealer then turns over cards one at a time until all four suits are shown. Players set up their suit-row from **LEFT to RIGHT** in the same order suits appeared. This is considered as the “**Normal**” set-up as seen in Figure 1.

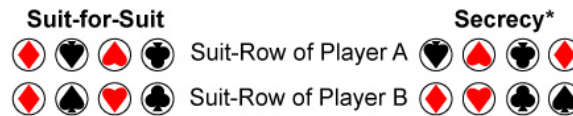
Should a Joker appear before the 4th suit appears then the dealer can call for “**Suit-for-Suit**”, “**Secrecy**” or “**Normal**” set-up. If the 2nd Joker should appear before the 4th suit then the opponent can decide the suit-row order by calling out one of the above formats.



Board is displayed here in “Normal” set-up of Suit-Row

FIGURE 1

To win connect your chips from rows A to K (as shown for Red), doesn't need to be in a straight line and hold connection until game ends. To break link Green must replace any connecting chip with their own. To win Green must create their own A to K link.



**This is only one of many possible “Secrecy” set-ups.*

Suit-for-Suit: Dealer sets up suit-row LEFT to RIGHT, opponent sets up RIGHT to LEFT. Suit-rows mirror one another. This is the hardest way to play.

Secrecy: Players cover up their suit-row, arrange their markers in any order they want and when ready, reveal set-up, after suit-row set up, play begins.

The Play

Cards are sequenced in ascending order **A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K** and **A**, with Jokers (optional) as wild cards.

Two players or four-players (of teams of two) can play. Team players sit opposite from each other. The deal starts clockwise with player left of dealer.

The Deal: Two-player game: Any ODD number of cards 1 to 15 (generally 7 or 9 cards for

opening hands.) Four-player game: Any ODD number of cards from 1 to 9. Remaining cards become the “Draw Pile” and are placed face down with the top card turned up beside it, creating the “Discard Pile”. The object of play is to rid one’s “hand” of the cards dealt them by making melds or “hitting” (adding extra cards to any existing melds on the table). To end a turn, a player must always discard a card to discard pile.

Melds: Any group of 3 or more cards of the same suit in sequence (Ace is considered both low and high card: e.g., ♥A, 2, 3, 4 or ♠J, Q, K, A) or any group of 3 to 4 cards of the same value (♣4, ♥4, ♦4, a set). A set with 4 cards of the same value is considered a “closed set”.

The Jokers are considered wild cards and can be used to complete any meld (jokers are optional).

A player can add a card(s) as an extension of any meld on the table

made by any player by "hitting" or "laying off" a card(s). (E.g.: ♦6, 7 or a ♦2 to a meld of ♦3, 4, 5)

Turns: Left (clockwise) from dealers. A player activates their turn by drawing from the Draw Pile or the Discard Pile. If the player cannot use a card in the Discard Pile, that player must draw from the Draw Pile. Should the player draw from the Discard Pile, that player **MUST** make an immediate meld with the card "needed" (picking it and all the cards above it to be added to your hand). From the extra cards added to your hand there may be other cards you can lay off to an existing meld. A player cannot pick 1 card up from the Discard Pile for the sole purpose of laying it off. There must be a minimum of 2 cards pick from the Discard Pile that can be immediately laid off.

During a player's turn, a player can lay off cards and/or put down as many melds as he or she wants. The turn is ended by discarding a card into the Discard Pile. A player must always finish their turn with a discard.

A player "goes out" by getting rid of all the cards in their hand (discarding the last). The first player to "go out" and ends the hand collects ALL remaining cards still held by other players. If no link is achieved, the round, not the game, ends, and the cards are reshuffled and dealt by the next dealer.

Using Up the Draw Pile: It is rare, but should the Draw Pile get used up, leaving the Discard Pile and no one can "go out". All cards laid out on the table are collected, re-dealt, cut and laid next to the Discard Pile, then play resumes.

The Joker in Play: The Joker cannot hit a closed set (e.g., 6-6-6-6). However a 6 could be added to a 6-6-6-Joker or a 6-6 to a 6-6-Joker. In the same respect if a meld is made showing a 4-Joker-6-7 of Hearts – the ♥5 can be laid off.

When a Joker is laid off or used in a meld of same value, its suit (other than the ones showing) must be designated. When used in a sequence, its value must be designated.

A Joker can be used as part of a set or sequence.

A Joker **cannot** match cards already in play.

If a player captures a Joker from an opponent's hand, it can be laid off to any open meld on the table. If it cannot be laid off, it cannot be used.

Players can hit a meld containing a Joker with the card the Joker is designated to represent. However, if you lay off on a Joker, it remains on the table and is not exchanged.

The Play and Its Relationship to the Gin-Go™ Board

Governing Rules:

The moment a player makes a meld or hit, that player must place their color chip(s) in the corresponding playing area(s), preferably before discarding. A player should be allowed to finish this procedure before the next turn is taken. In team play, one player should be assigned the duties of managing game board.

A player can bump opposing pieces that occupy the space of the meld or hits he or she creates and replace them with their own pieces. (Remember a player follows the **A** to **K** markings on the left side of the rows and a player's suit row is at the bottom, the one closest to the corresponding player.)

The first player to "go out" captures all cards still held by all other players and proceeds to place their chips onto each corresponding playing area from the cards he or she captured.

If, when "going out" neither player (nor team) has a linked line from their A to K row, the dealer (a position which rotates clockwise with each hand) collects all cards and deals a new hand. The game proceeds deal by deal until a player (or team) achieves and maintains a link.

Once a link is achieved, the player **MUST** immediately notify their opponent by saying "Gin"; the equivalent to saying "Check" in the game of Chess. It alerts the opponent(s) the immediacy of the situation and that they must break the link or establish their own before the hand is played out. (Remember, the player going out first captures all cards held by the other players and places chips onto each captured card's coordinates and should they, at the least, break their opponent's existing link, the game continues.

How to Win

Winning will occur by the following:

- **Should the player declaring "Gin" still maintain their link-up at end of hand, they win and claim "Gin-Go";**
- **Should both players have a connecting line at the end of the hand, the game goes to player who goes out first;**
- **Should "going out" secure a player a link-up by way of the captured cards, that player wins and claims Gin-Go.**

NOTE: Two-player games may take longer to play than team games (due to the less the amount of captured cards). To speed up two-player games, deal out more cards at the start. However, even a lower card deal may force an opponent to pick up a long discard pile allowing a player one to lay off and capture more cards when going out.



PO Box 913
Bronx, New York 10468-0913
www.amuraunlimited.com