

**Rules
for
Playing**

Formula Rummy

- A) **MATERIALS NEEDED:** 1 Deck of Formula Rummy playing cards: 42 Subscript cards (Red)
27 Cation cards (Blue)
36 Anion cards (Green)
3 Wild cards (Black)
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- 108 Total

B) **OBJECTIVE:** To learn to make formulas and be the person with the least number of points when the exercise is over.

C) **HOW TO PLAY:**

- Deal out 10 cards to each player. Turns start on the dealer's left and proceed in a clockwise direction.
- To begin your turn, draw a card. You may draw from either the draw pile or the discard pile.



- Look at your hand. If you can lay a compound down in front of you, go ahead (only during your turn). When you lay the formula down, **you must say its name correctly**. If the name is not stated correctly to the satisfaction of the group, you must pick up the formula and wait until your next turn to play it again.

ALL COMPOUNDS MUST HAVE 4 CARDS: 1 cation card
1 anion card
2 subscript cards

EXAMPLE



- Compounds must be neutral! You may use your Buddy and your PAL if you choose. If another player suspects that the formula you just played is incorrect, he or she may say "CHALLENGE". At that point, the rest of the group will check your formula. If the formula is wrong, you must draw 3 cards. However, if the player who challenged you is wrong, he or she must draw 3 cards.
- Wild Cards. There are 3 of these in each deck. If you happen to draw a wild card, it may be used in place of any card -- cation, anion, or subscript.
- If you cannot play a compound, then you discard a card in the DISCARD PILE. If you can play a compound, you will still discard a card in the discard pile. **Every turn must be ended by discarding a card.**
- When drawing a card at the beginning of your turn, you may draw from EITHER the DRAW PILE or the DISCARD PILE. You may draw from the middle of the discard pile if you want to but you must take all the cards that are on top of it as well. The bottom card drawn in this manner must be used during that turn.
- The hand is over as soon as any player has played 3 neutral compounds. Any cards this player may have in his hands do not count against him. However, all other players are penalized for any cards still in their hands.
WILD CARDS = 20 Points; CATION & ANION = 10 Points; SUBSCRIPTS = 5 Points
- The game is over when a player reaches or exceeds 500 pts.**
The player with the LOWEST SCORE at that time WINS.