

Ancient Pact® Rummy

Instructions

Object of the Game

Play all the cards in your hand. There are three ways to get rid of cards: melding, playing on the melds of others, and discarding. The other players have an opportunity to explore the meaning, if any, of the cards left in their hands at the end of the round.

- **Melding** results from combining the cards from your hand, and placing them face up in front of you on the table according to the *Combinations Request* below. There are two kinds of combination which can be melded: sequences (also known as runs) and sets (also known as books).
 - a **sequence** or **run** consists of three or more cards of the same suit in consecutive order, such as **3, 4 and 5 Purple** or **10, Youthful, Mature Feminine and Mature Masculine Inner Council Cards**.
 - a **set** or **book** is three or four cards of the same face value such as: three 9's: one card from the Purple, Green and Gold suits.
- **Playing on the melds of others** is adding a card or cards from your hand to a meld already on the table. The cards added to a meld must make another valid meld. For example to the **Purple 4, 5, and 6** you could add the **Purple 3** or the **Purple 7**. You can rearrange the melds to help you play more cards. For example, the set: **Purple 2, Green 2, Blue 2, Gold 2** and the run: **Gold 3, Gold 4, Gold 5** have been melded. You can move the **Gold 2** from the group to the sequence, so you can play the **Gold 1(Ace)**.
- **Discarding** is playing a card from your hand on top of the discard pile. You get rid of one card this way at the end of each turn.

Play

If there are two players, they take alternate turns starting with the non-dealer. If there are more than two players, they take turns in clockwise rotation, beginning with the player to dealer's left.

Deal eight cards to each player and place the remaining cards face down. This is the stock pile. Turn the top card over, face up, next to the stock pile. This will become the discard pile. The person to the dealer's left may choose to take the card from the discard pile or select the top card from the stock pile.

Each turn consists of the following parts:

1. **The Draw.** You **must** begin by taking one card from either the top of the Stock pile (face down cards remaining after all cards have been dealt) or the top card on the discard pile, and adding it to your hand. The discard pile is face up, so you can

- see in advance what you are getting. The stock is face down, so if you choose to draw from the stock you do not see the card until after you have drawn it. If you draw from the stock, you add the card to your hand without showing it to the other players. If you choose from the discard pile, you may draw more than one card and take from the stock pile one card less than the number of cards you draw from the discard pile. For example, you want the Green 7 card but it is under two other cards. You will take all three cards, the Green 7 plus the two that crown it, PLUS draw two cards from the stock pile.
2. **Melding.** If your cards satisfy the Combination Request for that round (e.g. you have a set or sequence in your hand) you may lay one, and only one such combination face up on the table in front of you for your first meld. During your next turn and thereafter, you may lay down as many melds as you wish. Melding is **optional**; you are not obliged to meld just because you can.
 3. **Playing on the melds of others.** This is also **optional**. If you wish, you may add cards to groups or sequences previously melded by yourself or others. There is no limit to the number of cards a player may play in one turn.
 4. **The Discard** At the end of your turn, one card **must** be discarded from your hand and placed on top of the discard pile face up. Once a player discards, his or her turn is over.

If the stock pile has run out and the next player does not want to take the discard, the discard pile is turned over, without shuffling, to form a new stock, and play continues.

Scoring

A player wins an individual hand by melding, playing on the melds of others and discarding the last of his or her cards. Getting rid of your last card in one of these ways is called **going out** or **emptying her or his hand**. As soon as someone goes out, play ceases and the players with cards record their cards on the GAME SHEET FOR *Ancient Pact*[®] RUMMY. They may discuss their cards or contemplate them in private later. Examine the results from every round to determine if there are patterns. For additional ideas on interpreting themes, please see *Card Analysis Sheet*.

There can be no further melding or playing after a player goes out, even if the other players have valid combinations in their hands.

Combination Request

Round One: One set of three cards of the same face value (eg. Three 6's)

Round Two: One sequence or run of three cards (sequential cards of the same suit)

Round Three: One set of three cards and one sequence of three cards of the same suit

Round Four: One sequence of seven cards of the same suit

GAME SHEET FOR *Ancient Pact*[®] RUMMY

	All is One	Only a Free Mind Knows Reality	Reality is Greater than Perception	Karma Rules Until Free Will Changes It
Suit	Hearts or Cups	Clubs or Wands	Diamonds, Coins or Pentacles	Spades or Swords
Element	Water	Fire	Earth	Air
Energy	Emotion	Career	Money, Abundance	Mental
Color	Blue	Purple	Green	Gold
<p><i>Input the data from all of the cards you hold in your hand. Highlight any information you think is particularly relevant to your life.</i></p>				
Common Themes & Interpretation				

GAME SHEET FOR *Ancient Pact*[®] RUMMY

Example

	All is One	Only a Free Mind Knows Reality	Reality is Greater than Perception	Karma Rules Until Free Will Changes It
Suit	Hearts or Cups	Clubs or Wands	Diamonds, Coins or Pentacles	Spades or Swords
Element	Water	Fire	Earth	Air
Energy	Emotion	Career	Money, Abundance	Mental
Color	Blue	Purple	Green	Gold
<p><i>Input the data from all of the cards you hold in your hand at the end of a round.</i></p> <p><i>In the Common Theme are, highlight any information from the cards that you think is particularly relevant to your life.</i></p> <p><i>Notice if there are more cards in one suit and/or more of one particular number.</i></p>				
	<p style="text-align: center;">10</p> <p style="text-align: center;">“Grief and despair elevate emotions and prompt a person to ask for help.”</p> <p style="text-align: center;">Is it time to ask for help?</p> <p style="text-align: center;">YES!</p>			
				<p style="text-align: center;">10</p> <p style="text-align: center;">“Your destiny is your creation.”</p> <p style="text-align: center;">What are ten ways I created the life I am currently experiencing.</p> <p style="text-align: center;"><i>I have the power of free will to change and take action.</i></p>
			<p style="text-align: center;">7</p> <p style="text-align: center;">“Pain is a splendid catalyst for encouraging people to reconnect with reality.”</p>	
Common Themes	<p>Two tens: represent completion of a cycle on a mental and emotional level. It’s time to move on to the next stage. This could involve a romantic relationship, friend or family. Could also deal with a project, invention or other idea still in thought stage, not yet manifest. Very likely lack, or belief of lack, of prosperity is playing a powerful role. The time has come to learn from the discomfort of my present situation, ask for the help I need and take action. Ten is also an action card and making things happen.</p>			

Card Analysis Sheet

For *Ancient Pact*[®] Rummy

	Purple	Blue	Green	Gold
	Wands	Cups	Pentacles	Swords
	Fire	Water	Earth	Air
	Aries, Leo Sagittarius	Pisces, Cancer Scorpio	Taurus, Capricorn Virgo	Aquarius, Libra Gemini
	Only a Free Mind Knows Reality	All is One	Reality is Greater than Perception	Karma Rules Until Free Will Changes It
	Career	Emotion	Money, Abundance	Mental
One/Ace New Beginnings				
Two Choice, Balance Duality				
Three Achievement, Full Expression of Suit				
Four Structure, Stability, Stagnation				
Five Instability, Conflict, Loss, Opportunity for Change				
Six Communication, Problem Solving, Cooperation				
Seven Reflection, Assessment, Motives				
Eight Movement, Action, Power, Change				
Nine Fruition, Culmination				
Ten Completion of Cycle				
Youthful Influential People around you and their qualities				
Feminine Influential People around you and their qualities				
Masculine Influential People around you and their qualities				