



GorbyX[®]

Rummy

GorbyX Rummy™ is a unique variation of Rummy card games using the invented five suited **GorbyX®** playing cards where each suit represents one of the commonly recognized food groups such as vegetables, fruits, protein, grains and dairy to communicate the essential fundamentals of the **GorbyX Diet™** which is, reduce the portion size of your meals and minimize the number of food groups you eat at one sitting. Make sure one of the items is always a vegetable or fruit to provide live enzyme to assist the digestive process. Follow this formula and you will improve the Metabolic Wellness of your body.

THE PACK – has FIVE full suits, 65 cards from high to low, is King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace, plus (2+2) wild cards, 69 in total and 3 suit ranking cards for convenience.






GorbyX Rummy™ can be played like Basic Rummy, Gin Rummy, Rummy 500 or Kaluki, or your favorite Rummy choice, using the applicable game rules.

There are some slight rule variations to translate and communicate the **GorbyX Diet™** formula in terms of scoring. For instance: In **GorbyX Rummy™** players play to a predetermined point total, but when the scores are tallied, it is the player with the lowest score that wins.

Object of Play

Diet customarily implies a deliberate selection of food and/or the sum of food, consumed to control body weight.

If your favorite diet is high-protein, low-carb diet, remove the brown suit with the bagel from the card pack and play the game with the remaining four suits. On the other hand if your favorite diet is high-carb and low-protein you should remove the red suit with the steak from the card pack and play the game with the remaining four suits. If you suffer from lactose intolerance you should remove the yellow suit representing dairy products and play the game with the remaining four suits.

Cognitive behavioral therapy requires frequent game playing to maximize the health benefit of the exercise and change eating behavior for the better. We also recommend following the suit ranking order “**G O R B Y**” , , , ,  to reinforce the consumption of vegetable and fruit in the diet. If the **GorbyX Diet™** violates your beliefs of a “healthy food plate”, games such **GorbyX Rummy™** can be played with five suits.

If you are not familiar with the variety of rummy games please visit <http://www.pagat.com> to learn.

Card Ranks

In accordance to the naming system of the **GorbyX®** card pack, the rank of the cards of any suit is K (high) to A (low).

The Goals of the Game

To form in one's hand matched sets consisting of sequences of three or more cards of the same suit. In a sequence an Ace may count only as low card.

The best sequence is A, 2, 3 of any suit.








The worst sequence is J, Q, K of any suit.

As in the basic game of Rummy, the goal is to be the first to play all of your cards.

Setup

In the standard game of **GorbyX Rummy™** the two ‘**Heart Attack**’ cards and the two ‘**Wellness Snack**’ cards are removed from the deck.

The Deal

The players cut for deal. The lowest cut is the first to deal using the ranking order “**G O R B Y**” , , , , . For example, a  2 is considered lower than a  2 and so on. Seven cards are dealt to each player, face down, clockwise from the dealer. Cards that are not dealt are placed face down in the middle of the table to create a draw pile. Turn the top card of the draw pile face up and place it next to the draw pile to create a discard pile.

After each hand, the deal passes to the player on the dealer's left.

Playing the Game











In **GorbyX Rummy™**, the player to the dealer's left is first to go. During their turn, each player must:

- Draw one card, either from the top of the draw pile or the top of the discard pile.
- Play a meld of cards (see "Melds" below) or add to another player's meld (see "Laying Off" below) if they choose to do so.
- Discard one card, adding it (face up) to the top of the discard pile. Keep in mind that if a player has melded all of their cards, they do not need to discard.

If a player chooses to draw the top card on the discard pile, he may not discard that same card during the turn.

Melding

In **GorbyX Rummy™**, players place a meld of cards face up on the table in front of them. There are two kinds of combination which can be melded: sequences (also known as runs) and groups (also known as sets or books).

- A **sequence** or **run** consists of three or more cards of the same suit in consecutive order, such as  4,  5,  6 or  8,  9,  10,  J.
- A **group**, **set** or **book** is three or four cards of the same rank, such as  7,  7,  7.

Keep in mind, Aces are always the low card and can only be used in a sequence of A, 2, 3, etc.

Laying Off

A player may play a card or cards from his hand that fit melds already on the table. This is known as "laying off" and is an alternate way of scoring. Cards which are laid off get placed on the table in front of the player who plays them.

For example, a player has already placed down a meld that is the 🟡2, 🟡3 and 🟡4. During the play, another player may lay off the 🟡A or 🟡5 from their hand.

Going Out

A player "goes out" when he plays the last card in his hand either by melding, laying off or discarding.

Keep in mind that a variation of going out requires a player's final card always be one that is discarded, meaning they cannot go out by playing a meld or laying off. This would require a player to end their turn with a meld or a layoff that empties their hand, and on the subsequent turn, draw a card. If that card can be laid off, they must do so, waiting until the next turn to once again draw a card. Only when a card is drawn that cannot be played can they discard and end the hand.

Scoring

When a player goes out, the other players add up the value of all the cards still remaining in their hands, as follows:

- Face cards (K,Q,J) are worth 10 points each
- Aces are worth 1 point each
- Number Cards are worth their face value - for example a six is worth 6 points, a four is 4 points, and so on.

The total value of all the cards in the hands of the remaining players is added to each of their cumulative scores.

Rummy

A player goes 'rummy' if they play all of the cards in their hand (in any combination of melding, laying off or discarding) in a single play. When a player goes 'rummy' 25 points is added to the cumulative score of each of the other players.

Exhausting the Draw Pile

If the draw pile is exhausted during a hand, all the cards of the discard pile except for the top card are shuffled to form a new pile.

Winning at GorbyX Rummy™

GorbyX Rummy™ continues with further deals until a player reaches the point target that was determined before the game began or until the agreed number of deals has been played. At that time, the player with the **lowest** point total wins.

Variants

Just as in *Rummy*, there are many variants possible for the game of **GorbyX Rummy™**. When it comes to the **GorbyX®** card pack, all variations are easily attainable. A few are listed below, but feel free to invent your own!

GorbyX Gin Rummy

In Gin Rummy, play moves along accordingly as listed above though each player is dealt ten cards instead of the customary seven. Players do not place melds during their turn, instead looking to accumulate a full hand of melds before going out.

When a player has accumulated a hand that contains all sequences, they declare 'Gin' and place the entire hand on the table in front of them. Points are totaled accordingly. Keep in mind the normal 'rummy' penalty of 25 points per player does not apply.

GorbyX Draw Rummy

In Draw Rummy, the draw pile is extended so more cards can be accessed. In this case, each discarded card is subsequently placed halfway on top of the previously discarded card in a direction away from the draw pile. When a player wishes to draw from the discard pile, they must take every card that has been discarded after it and add it to their hand. The first card taken must be used in a meld during that hand or else the player must return all cards to the pile in the sequence they were placed previously.