

# Conquian

## Introduction

Conquian is the earliest known Rummy Game in the western world - it has been played at least since the 1880's. Its place of origin is Latin America - the composition of the 40 card pack being equivalent to the usual form of the Spanish pack. It is played in parts of the USA as well, as in Mexico.

## Players, Cards, Deal and Wagers

There are at least two players.

The house charges each player \$2.00 per day, for the usage of the table and the chips.

**This game does not require an exclusive dealer.** The dealer can be any one person playing the game.

The deck consists of the cards **A-2-3-4-5-6-7-J-Q-K** in the usual suits hearts, diamonds, clubs and spades. It can be made by throwing the 8s, 9s, and 10s out of a standard 52 card pack.

The dealer deals nine cards to each player, one at a time. The remainder of the cards are placed face down on the table to form a stock.

The wagers vary from game to game, it depends on if the group is playing a friendly game, in which there is no gambling involve or if they want to bet one or two dollars per game.

## Objective and Meld

The objective is to be the first to "go out" by melding 10 cards. **Melding** is placing a valid combination of cards face up on the table in front of you. These face-up cards are your **meld**. The combinations allowed are:

- A **group** or **short** of three or four cards of the same rank, such as **♦7, ♥7, ♠7**.
- A **sequence** or **straight** of from three to eight cards of the same suit in consecutive order, such as **♣4, ♣5, ♣6**. Note that in this game the ace is always low and the 7 is next to the jack. So when making sequences **A-2-3** and **6-7-J** are legal but **Q-K-A** is not allowed.

At all times, the meld you have on the table must consist of one or more separate valid combinations. A card can never be part of more than one combination at the same time.

Note that a sequence cannot contain more than eight cards. This maximum length is set because you have to meld exactly eleven cards to win. For this you must have at least two combinations. If one of them has the minimum size of three cards, the other cannot have more than eight.

## The Play

The non-dealer begins the play by turning the top card of the stock face up, and has two options:

1. To meld this card along with cards from hand. At least two hand cards will be needed to make up a valid combination along with the turned up card, and further cards from hand can be laid down at the same time if desired, provided that the meld is valid. Having melded, the non-dealer must discard one card face up from hand, which may be used by the dealer.
2. To pass, not melding any cards and leaving the turned up card to be used by the dealer.

It is then the dealer's turn to play.

The turn to play alternates. Apart from the non-dealer's first turn, you always begin your turn with the opportunity to use the card discarded by your opponent or the card which your opponent turned up and did not use. Your options are:

1. To use this card as part of your meld on the table, for which purpose you may also put down on the table any number of cards from your hand. You then discard one card from your hand, reducing the number of cards in your hand plus those in your meld to nine. Your discard is placed face up in the centre of the table and it is your opponent's turn.
2. To reject the card, placing it in a face down waste pile. If you reject the card, you then turn up the next card from the top of the stock. In this case you again have two options:
  - a. To use this newly turned up card as part of your meld on the table, for which purpose you may also put down on the table any number of cards from your hand. You then discard one card face up in its place and it is your opponent's turn.
  - b. To pass, not melding any cards and leaving the turned up card to be used by your opponent.

When melding, you can rearrange your table cards in any way you wish, as long as the cards you have on the table at the end of your turn form separate valid combinations. For example, if you have a meld of ♣3-♣4-♣5-♣6 on the table, ♥6 in your hand, and you turn up ♦6, you can meld three sixes, taking the six from your club sequence, leaving a valid sequence 3-4-5. If a four had turned up and you had a four in your hand, you would not be able to meld fours, because stealing the ♣4 would not leave a valid sequence.

There is one further important rule. If during your turn the face-up centre card can be added to the meld that you already have on the table, without using extra cards from your hand, your opponent can **force** you to meld the centre card, and you cannot refuse. This can be a powerful technique for destroying a player's position. Suppose that you have ♣3-♠3-♥3-♦3♥6-♥7-♥J-♥Q on the table and ♦A-♠A in your hand. All you need to win is an ace, but your opponent might discard the ♥K and force you to meld it. You then have no option but to discard one of your aces, and the only way you can now win is to acquire the ♥5 and ♥4. If either of these is already out of the game, it has become impossible for you to win.

Please note that

- It is **never** possible to take the centre card (turned up from the stock or discarded or rejected by your opponent) into your hand for later use.
- The melds of the two players are entirely separate - you are never allowed to get rid of cards by "laying them off" on the other player's melds.
- You can meld combinations from your hand, but only at the same time that you take the centre card and use it in your meld. You cannot meld hand cards at any other time.

## End of the Game

Play continues in this way until either someone goes out or the stock runs out.

You **go out** by melding the face up card from the centre of the table (whether discarded or rejected by your opponent or newly turned up by you) along with all the remaining cards in your hand (if any). Your meld on the table will then consist of ten cards. In this case **you have won** and your opponent pays you a fixed stake.

If there are no cards remaining in the stock and you do not use the card your opponent discarded or rejected, you are unable to turn up a new card because there are none left. In this case **the game is a draw**, and some play that the next game is played for a double stake.

Note that although you may meld nine cards and discard your last card; this does not win the game or end the play. If you do this you have to continue playing until you get a tenth card which you can add to your meld. This eleventh card would have to be either discarded or passed to you by your opponent or turned up by you after rejecting the card from your opponent.

## **CAESAR'S CLUB TEXAS HOLD'EM GAME RULES**

1. \$20.00 dollar buy in is required to start playing
2. The game is played between three or more players, but not more than eleven players.
3. The dealer keeps the pile of cards at all times to start the game, the blind bets one dollar at the beginning of the game, this is to initiate the pot. The dealer gives two cards to each of the players. The players see their own two cards. At Caesar's a dealer button is used to indicate the player who in theory dealt the cards for that pot. This fee collection is only paid once per blind, by the player with the dealer button. The dealer asks the blind to start the bet. The blind may bet or pass it over to the next player and so on if a bet is made, all the players who decide to continue playing must pay the bet. The players may raise a bet. The rise must be made in increments of \$3.00 dollars with a limit of \$12.00dollars,
4. The dealer draws from the top of the pile three cards. The three cards are put face up in the center of the table where all the players can see them. All the players can check their two cards in their hands, and the three cards that are in the table. With the cards on the table and the cards in their hands, each player prepares his own game. At this time, the players can make a new bet. The bet starts with \$3.00 dollars and can be raised with increments of \$3.00 dollars and with limit of \$12.00dollars. If a bet is made, every player must pay if he wants to continue playing. Otherwise, he must give up his game and return his card to the dealer.
5. The dealer draws from the top of the pile another card and puts it on the table along side with the first three cards. The players review their own game again in order to decide if they want to continue playing. At this time, another bet can be made by the players. Once again, the bets are made in increments of \$3.00 dollars with a limit of \$12.00 dollars. If a bet is made, each player must pay the bet if he decides to continue playing, otherwise he must give up his game and return his cards to the dealer.
6. Finally, the dealer draws one more card from the top of the pile and puts it on the table along side with the other four cards previously drawn, All the remaining players check the five cards on the table and the two cards in their hands. At this time bets are permitted again. The players can make a bet in increments of \$3.00 dollars with a limit of \$12.00

7. When the game is over, the dealer review the game of all the remaining players. The dealer must put the cards of all the players in the table alongside the five cards he previously put on the table. Checking the two cards of each player and the five cards on the table, he finds out who is the winner. The dealer must use the best of his knowledge According to standard poker rankings, to determine the winner and his decision is final. In the event of a tie the pot is split between the winning players.

8. During the game, the dealer will assume that any unprotected, abandoned or discard hand of cards are dead or had been folded.

9. Neither the house nor the dealer can be held accountable for the player's failutre to protect his hand.

10. Chips must be used in the gaming table to play the game and make the bets.

Buy In	Limits & Number of Players	Blind	Collection Rate
\$20.00 One time Buy Short	3-6 with 3 or More Players	1,3	\$2.00 Per hand

## **GLOSSARY**

Blind: The player next to the dealer on the left side.

Hand: Set of card given to the player

Dead: Cards that can not be used anymore in the game