

OKEY INSTRUCTIONS



Target of the game

Okey is a game similar to Rummy for two to four players. Its target is to build sets of three or four of a kind or sequences. It is played in several rounds. The players agree on the number of rounds to be played in advance. The player who won most of the rounds wins the game.

Material

The Okey game contains of 106 pieces, four racks and a dice.

The pieces consist of two times four sets of different colors and are marked with the numbers 1 to 13, plus two neutral pieces serving as place holders.

Preparation

Each player gets a rack.

The pieces are thoroughly shuffled (frontside down) and then arranged in a row of 21 stacks of five pieces each. One piece is left.

Now the dice determines the beginner. The person with the highest points starts. Afterwards it is continued clockwise.

Additional Jokers

The beginner of the round first determines two for this particular round by determining one of the 21 stacks through dice. The left over piece is placed on top of this stack. Now the dice is thrown a second time to determine a piece within this stack which is placed face up on top of the stack. The two pieces with the next higher value are now the two jokers for this round, and the two place holders replace the pieces with the original value. For instance:

By dicing twice the piece **5** has been determined. Now, the two blue **6** are the jokers of this round and the two place holders stand for the two blue six's.

Exception

If incidentally one of the place holders are determined through dice, the place holders themselves are the jokers for this round.

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How to play

The beginner of the round gets 15 pieces and the other players 14 each. Each player arranges his pieces on his rack in a way that nobody else can see them. Then he tries to build sets of three or four of a kind or sequences.

Three or four of a kind

Is a set of three or four pieces with the same value of different colors. For instance:

Three of a kind: 5 5 5 Four of a kind: 5 5 5 5

Sequence

A sequence consists of a row of ascending values of the same color of at least three pieces. For instance:

2 3 4 5 etc.

As an exception the piece with the value 1 is allowed after the 13. For instance:

12 13 1

Joker

The jokers determined during the preparation can be used literally as place holder for any piece in a sequence or within three or four of a kind. Color and number do not matter.

Place holders

The place holder may only be used as the pieces whose value they represent.

The game is played clockwise and the beginner has to discard his additional piece. It is placed face up on the table. Each player whose turn it is must take a piece, either the last open one or one from the next covered stack and he also has to discard one piece.

End of the game

As soon as the player whose turn it is has arranged his pieces in sets of three or four of a kind and/or sequences and has discarded one piece, he wins this round.

The game is played in several rounds. The person who has won most of the rounds wins the game.