

Saskatchewan Poker (Progressive Rummy)

Objective: Be the first to complete all 8 rounds (contracts) and finish with the lowest total points. Tokens are used to buy cards and add a fun gambling element.

Setup:

- 2 standard decks (including 4 Jokers)
- 10 tokens per player
- 3–8 players
- Dealer gives 10 cards to each player

Card Values:

Card	Value	Notes
3–8	5 points	
9–K	10 points	
Ace	15 points	
2	20 points	Wild
Joker	50 points	Wild

Buying Cards ('The Roll'):

- When someone discards a card, any other player may call "Buy!" to take it.
- Buying costs 1 token.
- The buyer takes the discarded card and also draws 3 cards from the top of the deck.
- Everyone can see which card was bought.
- You can buy multiple cards at once, but must declare how many before drawing (e.g. "Buying 2!" = pay 2 tokens, draw 6 cards).
- The next player then takes their normal turn.

Round Contracts (Meld Requirements):

Round	Required Meld(s)
1	1 set of 3
2	2 sets of 3
3	1 set of 4
4	2 sets of 4
5	1 set of 5
6	2 sets of 5

7	1 set of 6
8	2 sets of 6

Gameplay:

1. On your turn, draw one card from the deck or the top discard.
2. Optionally lay down your contract once you can complete it.
3. Discard one card to end your turn.
4. Play continues clockwise.
5. If you can't go out, the points in your hand count against you.

Ending a Round:

- The first player to go out wins the round.
- All other players total up the points in their hands.
- Scores accumulate across 8 rounds.
- Deal passes left and everyone resets to 10 tokens.

Winning the Game:

After 8 rounds, the player with the **lowest total score** wins.

Optional House Rules:

- Rebuy up to 3 tokens per round at 25 points each.
- Allow runs (e.g. 4-5-6) in place of sets.
- If multiple players yell "Buy!" at once, priority goes to the player left of the discard.