

King's Keys

Building Melds

About making Card Combinations
with the King's Keys deck

www.JankenDeck.com/Kings

Story:

Many of the games with the King's Keys deck involve creating "Melds" or sets of cards that go together like in Rummy. These instructions are to help explain how the Melds work.

Review of terms:

The King's Keys deck is made up of three "Parts": Numbers, Items and Kingdoms (Colors). Each of the Parts has four "Types".

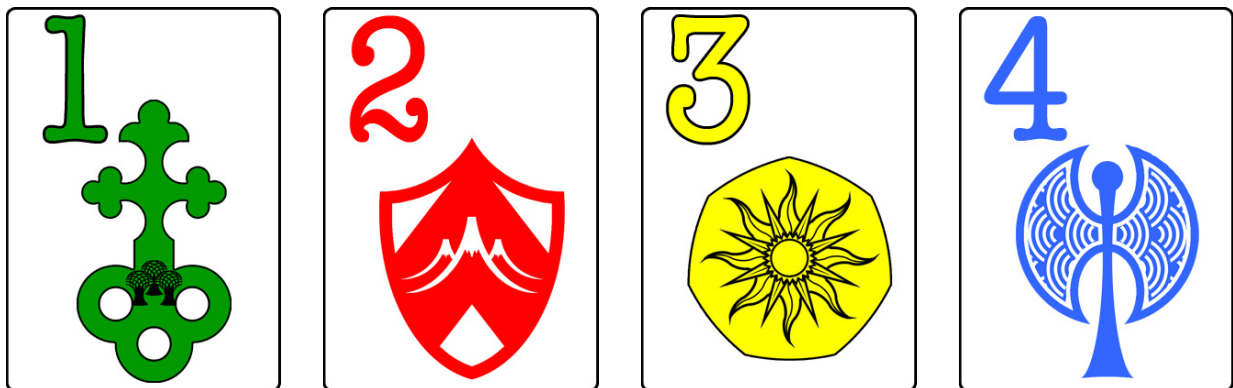
The Number Types are 1, 2, 3, and 4.

The Item Types are Keys, Axes, Shields, and Coins.

The Kingdom (Color) Types are Sun (Yellow), Mountain (Red), Forest (Green), and Ocean (Blue).

A Meld is a set of three or four cards where each of the three Parts are either all the Same Type, or all different Types.

For example, here is a four card meld where the numbers are all different, the items are all different, and the Kingdoms are all different. In other words, there are no Parts in common.



**The One Forest Key, Two Mountain Shields,
Three Sun Coins and 4 Ocean Axes form a Meld**

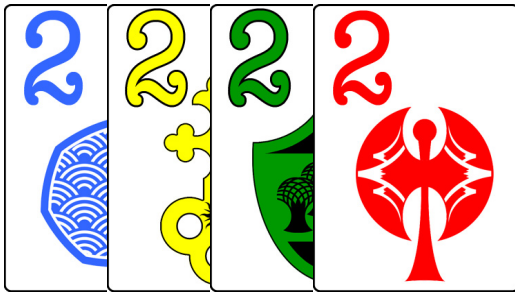
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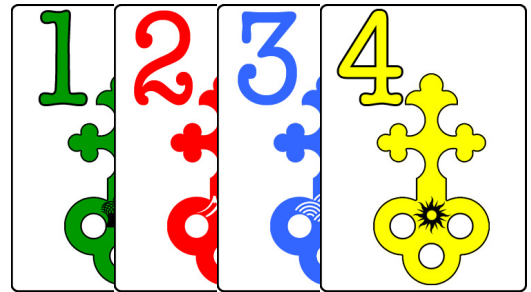
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A Meld can have No Parts in common (as shown on the last page), it can have One Part in common, or Two Parts in common.

For example, here are Melds with One Part in common:



Same Number



Same Item



Same Kingdom

Notice that while there is one Part in common for each group, the other two Parts have nothing in common (all different Types). In other words, in the group with all Twos (Same Number) there are all four Items and all four Kingdoms represented with no duplicates. A meld will never have only two of the same Number, Item or Color.

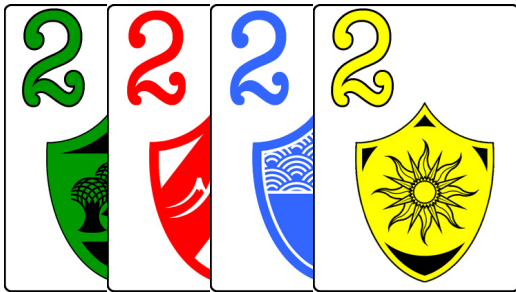


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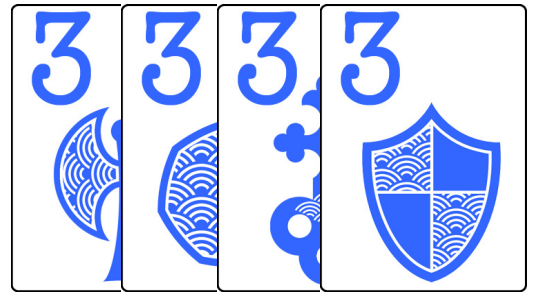
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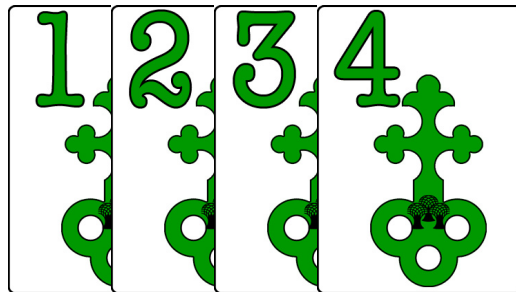
In these examples the Melds have Two Parts in common.



Same Number and Item



Same Number and Kingdom



Same Item and Kingdom

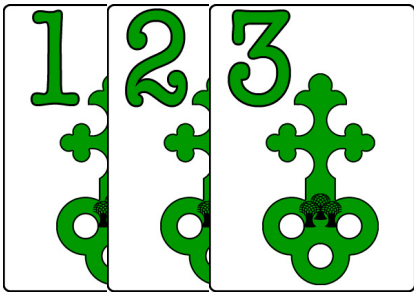
Can you figure out why you can never make a Meld with five cards?

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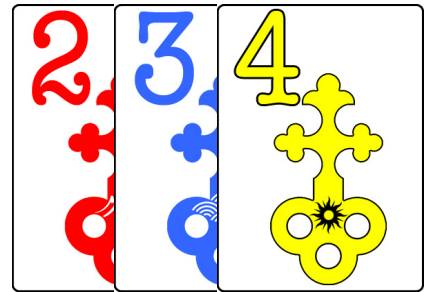
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Three card Melds follow the same rules but with one exception. Any time the numbers are different, they must be in sequence. For example you can make a Low Run with a 1, 2, and 3, or you can make a High Run with the 2, 3, and 4. But the numbers 1,2, and 4 or 1, 3, and 4 do not complete a Meld.



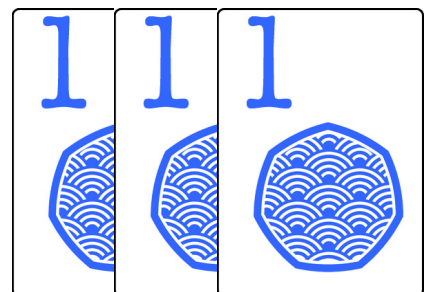
Low Run 3 Card Meld



High Run 3 Card Meld



NOT a Meld



And beware if anyone has a Meld with all Three Parts in common. It means they are cheating with copies of the same card!

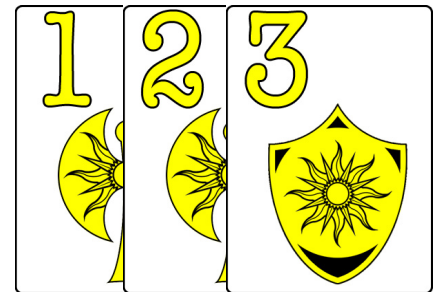
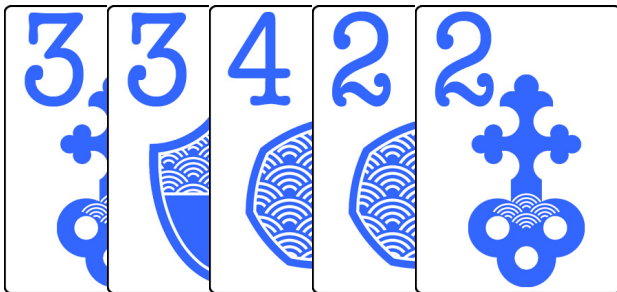
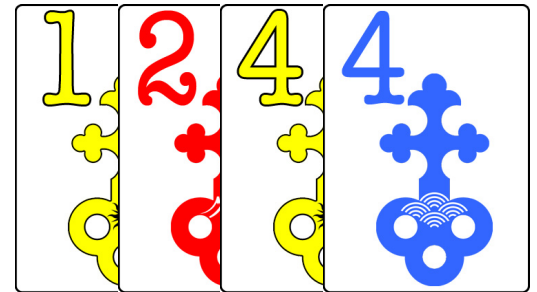
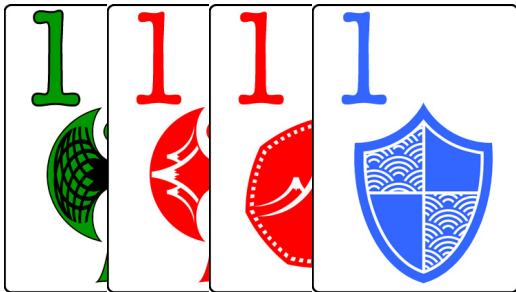
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About making Card Combinations with the King's Keys deck

Another type of card group is the "Simple Combination".

This is a combination of cards with One Part in common, but the other parts are neither all the same or all different.



Simple Combinations