

Island vibes. Sharp play. Serious Kalooki.

Kalookis introduces Jamaican Contract Rummy: nine deals with changing targets, careful discards, special calls and the lowest total score winning the match.

Game objective

Complete the required combinations for each deal, lay them down, then empty your hand. When someone goes out, cards remaining in other hands become penalty points. The winner after nine deals has the lowest cumulative score.

THE NINE CONTRACTS

DEAL	CARDS	CODE	REQUIRED COMBINATIONS
1	9	333	Three sets
2	10	334	Two sets, one run
3	11	344	One set, two runs
4	12	444	Three runs
5	12	3333	Four sets
6	13	3334	Three sets, one run
7	14	3344	Two sets, two runs
8	15	3444	One set, three runs
9	16	4444	Four runs

A set = at least three cards of one rank. A run = at least four in one suit.

Cards and seating

The published Super Kalooki game seats four to six players and uses multiple standard 54-card packs, each with two jokers. Kalookis uses two packs for four players and three packs for five or six.

A turn

Draw from the face-down stock or the top discard, then optionally lay cards and finish by discarding a non-joker. On later turns, Kalookis also allows a discard pickup as described by the Super Kalooki turn rules. You cannot call out of turn once you have laid.

Sets, runs and jokers

A set is three or more equal-rank cards with at least two natural cards. A run is four or more consecutive cards of one suit. Aces may be high or low at an endpoint. Two jokers cannot sit next to each other in a run. If you lay multiple sets, ranks must differ. Multiple runs must use different suits.

Calling a discard

Before your first lay, you may request a card another player just discarded when it is not your normal turn to take it. The next player may refuse if they want that discard. When accepted, you receive the discard plus one extra stock card. Each player has three successful calls per deal.

Laying and tacking

Your first lay must complete the entire deal contract. Once down, you can add cards to legal combinations belonging to anyone at the table. A run extends upward first; after it reaches a high ace it can extend from the low end. A joker cannot be taken back into your hand.

CARD PENALTIES

Joker: 50 points

Black Ace: 15 points

Red Ace: 1 point

Ten, Jack, Queen, King: 10 points each

Cards two through nine: face value

Winning the deal and match

When someone goes out, other players add the penalty values of the cards left in their hands. Going down and out on the same turn as the first lay doubles other players' deadwood and gives the winner a 50-point score reduction. After nine deals, lowest total wins.

Official penalties

Super Kalooki specifies 50 points for exceeding three calls and for laying an incorrect contract. Overcalling also removes the right to call, refuse calls, or go down and out for the rest of that deal. An invalid opening lay blocks further laying for that deal.

TOURNAMENT SCORE FORM NOTES

- Use 2 packs of cards with 6 jokers for 2-4 players
- Use 3 packs of cards with 8 jokers for 5-7 players
- Each player is allowed 3 calls with a penalty card for each call
- Maximum number of 3 cards in hand after a lay
- 50 points penalty for overcall and early lay

The printed score form contains local tournament details that differ from the published game in some settings. Kalookis uses the Super Kalooki page as the deciding gameplay reference, and preserves the submitted score form notes separately.

Rule reference: <https://superkalooki.com/rules/>

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