



TEAM ANANAS

Welcome to

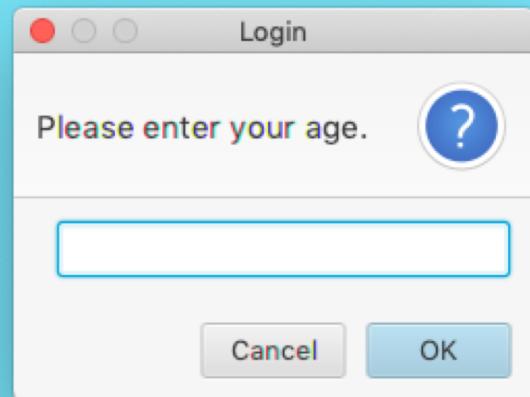
RUMMYKUB

Create Game

Join Game

Welcome to

RUMMYKUB



Create Game

Join Game

Welcome to

RUMMYKUB

Login

Please enter your hosts IP adress and your age!

Enter your age

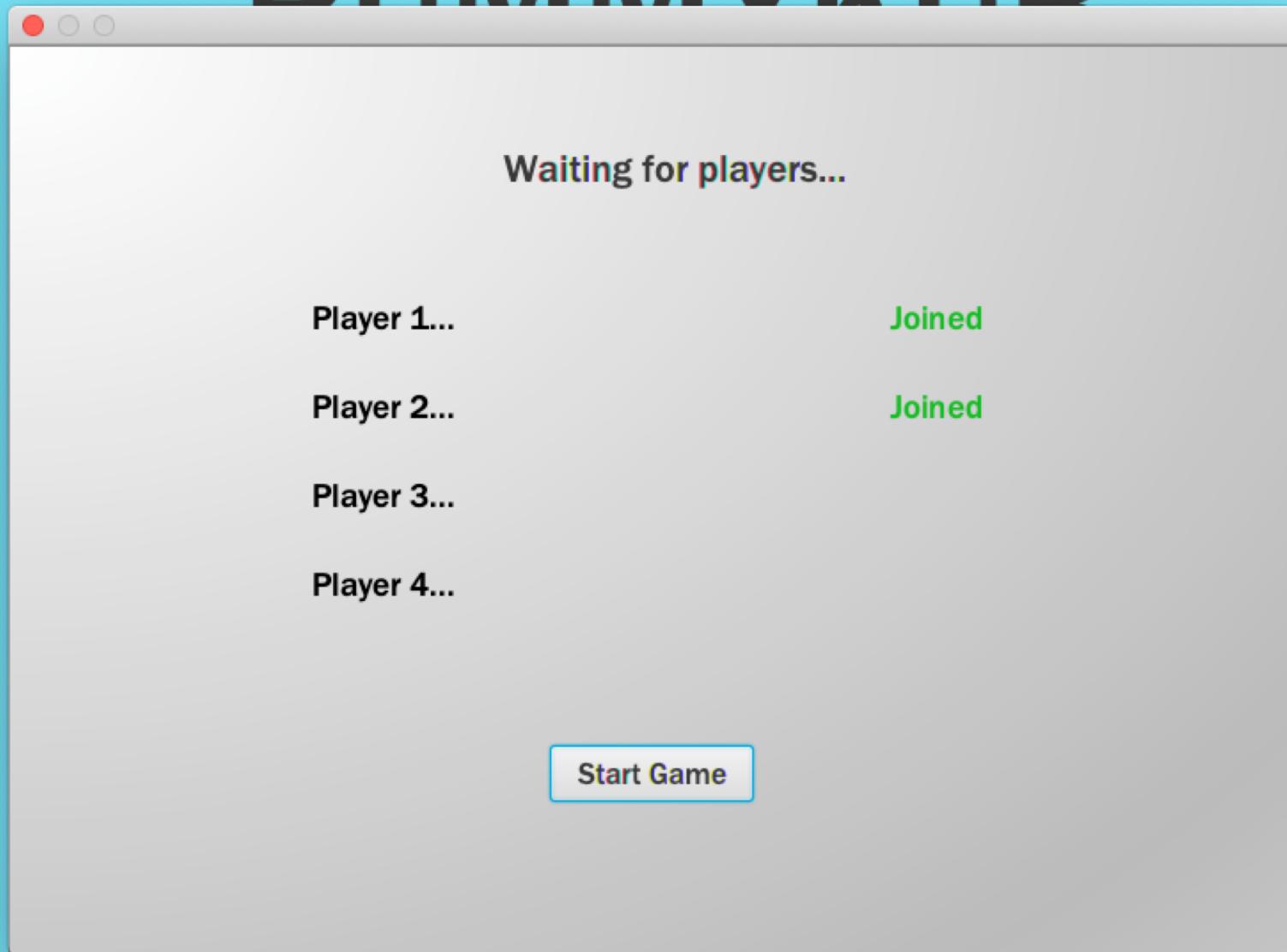
OK

Create Game

Join Game

Welcome to

DUMMVKID



Your turn.

PLAYER 1

MENU

Quit



Controls

Click on the bag to draw tiles.
Click on multiple tiles to select a combination and press "Enter new Selection" to place a new combination on your selection board.
You can place multiple combinations on your selection board before placing them on the main

Rules

The youngest player starts.
Each player receives 14 random tiles by clicking on the bag.
Each turn a player can choose to draw a tile or to place tiles on the board.
Tiles may only be placed in certain combinations:
1. Tiles with the same number (max. 4 tiles).
2. Tiles in ascending order but in the same colour (1 may be placed after 13), max limit of 13 tiles.
Each combination must consist of at least 3 tiles.
At the first turn each player must place a combination worth at least 30 points.
Each tile is worth its number.
A joker has the worth of

11 12 13

6

11

13

9

11

9

6

2

4

12

7

9

2

3

6

13

10

3

5

7

J

10

10

4

Swap Joker

Cancel Selection

End Turn

Place Selection

Add to existing Combination

Enter new Selection



Your turn.

PLAYER 1



MENU

Quit

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Swap Joker



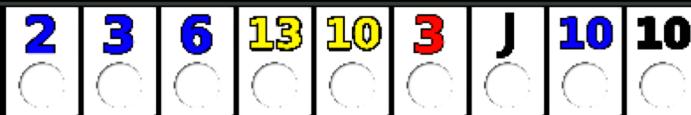
Place Selection

Cancel Selection

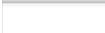


Add to existing Combination

End Turn



Enter new Selection



Your turn.



PLAYER 2

**11** **12** **13**
 4 **5** **6** **7**
 9 **10** **11**
 2 **3** **4**

Swap Joker

6 **7** **8** **9** **11** **12** **13** **12** **13** **1**

Place Selection

Cancel Selection

6 **2** **5** **11** **7** **9** **11** **8** **4**

Add to existing Combination

End Turn

3 **12** **4** **9** **6** **7** **6** **2**

Enter new Selection

MENU

Quit

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RUMMYKUB

Your turn.

PLAYER 2



combinations.
For swapping a tile from the hand with a joker on the board, first click on the tile on your hand, then on the joker and then press "Swap Joker". You can cancel your selected tiles on your hand as well as on your selection board by pressing "Cancel"

Controls

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Swap Joker		Place Selection
Cancel Selection		Add to existing Combination
End Turn		Enter new Selection

RUMMYKUB

Your turn.

PLAYER 1

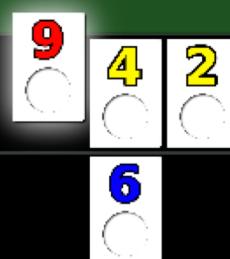




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Swap Joker		Place Selection
Cancel Selection		Add to existing Combination
End Turn		Enter new Selection

MENU

Quit

Controls

YOUR TURN.

RUMMICKUB

RUMMYKUB

PLAYER 2

13 1 2 3 4 4 5 6 9 10 11 2 3 4 5
10 11 12 7 8 9 10 2 3 J 5 6 6 7 8
4 5 6 6 7 8 9 11 12 13 13 1 2
9 10 11 12 13 12 13 1 2 8 9 10
2 3 4 5 6 7 6 7 8 9 10 11 12 13 1
11 12 13 1 2

Swap Joker

Cancel Selection

End Turn

Place Selection

Add to existing Combination

Enter new Selection

Click manipulate, then select a tile from your hand and then the joker which you like to swap your tile with.

9

MENU

Quit

Controls

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Your turn.

PLAYER 2





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Swap Joker							Place Selection
Cancel Selection	11 7 13 9 1 J						Add to existing Combination
End Turn	9						Enter new Selection



Your turn.



PLAYER 2

**11 12 13**
○ ○ ○**11 12 13**
○ ○ ○**13 1 2 3 4**
○ ○ ○ ○ ○**4 5 6**
○ ○ ○**9 10 11**
○ ○ ○**2 3 4 5**
○ ○ ○ ○**6 7 8 9 10**
○ ○ ○ ○ ○**10 11 12**
○ ○ ○**7 8 9 10**
○ ○ ○ ○**2 3 J 5 6**
○ ○ ○ ○ ○**6 7 8**
○ ○ ○**4 5 6**
○ ○ ○**3 4 5 6 7**
○ ○ ○ ○ ○**6 7 8 9**
○ ○ ○ ○**11 12 13**
○ ○ ○**13 1 2**
○ ○ ○**9 10 11 12 13**
○ ○ ○ ○ ○

Swap Joker

Cancel Selection

End Turn

2 11 7 13
○ ○ ○ ○**9**
○

Place Selection

Add to existing Combination

Enter new Selection

MENU

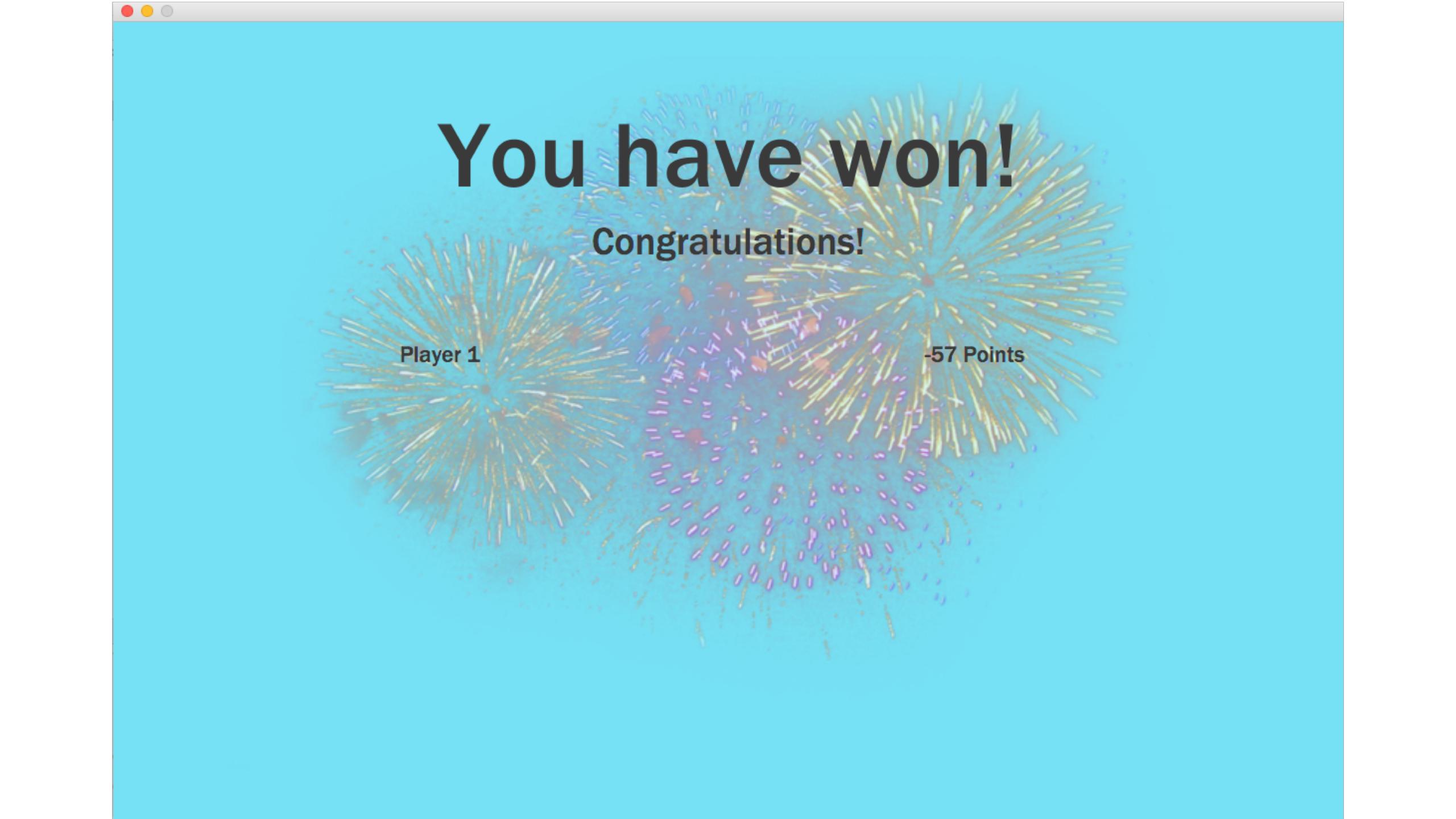
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You have won!

Congratulations!

Player 1

-57 Points

You have lost!

Oh no!

You

-57 Points

Player 2

0 Points

New Game