Rummikub

GROUP 11

Object of The Game:

To be the first player to play all the tiles from your rack by forming them into sets (runs and/or groups).

Sets:

There are two kinds of sets:

A **group** is a set of either three or four tiles of the same number in different colors.

A **run** is a set of three or more consecutive numbers all in the same color. The number 1 is always played as the lowest number, it cannot follow the number 13.

Playing The Game:

Each tile is worth its face value (the number shown on the tile). In order to make an initial meld, each player must place tiles on the table in one or more sets that total at least 30 points. These points must come from the tiles on each player's rack; for their initial meld, players may not use tiles already played on the table. A joker used in the initial meld scores the value of the tile it represents. When players cannot play any tiles from their racks, or purposely choose not to, they must draw a tile from the pool. After they draw, their turn is over. Play passes to the left (clockwise). On turns after a player has made his/her initial meld, that player can build onto other sets on the table with tiles from his/her rack. On any turn that a player cannot add onto another set or play a set from his/her rack, that player picks a tile from the pool and his/her turn ends. Players cannot lay down a tile they just drew; they must wait until their next turn to play this tile. Play continues until one player empties his/her rack and calls, "Rummikub!" This ends the game and players tally their points (see Scoring). If there are no more tiles in the pool but no player has emptied his/her rack, play continues until no more plays can be made. This ends the game.

Manipulation:

Manipulation is the most exciting part of playing "Rummikub®". Players try to table the greatest amount of tiles by rearranging or adding to sets which are already on the table. Sets can be manipulated in many ways (examples follow) as long as at the end of each round only legitimate sets remain and no loose tiles are left over.

● Add one or more tiles from rack to make new set:

Tiles on rack

Blue 4,5,6 are on the table. The player adds a blue 3. The blue 8 is added to the group of 8's already on the table.
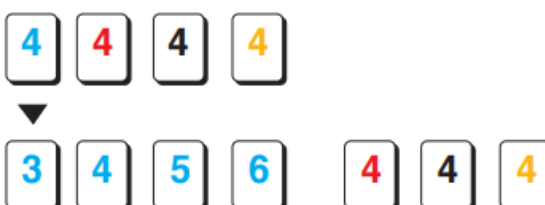
Tiles on table

● Remove a fourth tile from a group and use it to form a new set:

Tiles on rack

A tile is missing from the potential blue run on the rack. The player takes the blue 4 from the group of four on the table and lays the run: blue 3,4,5,6.
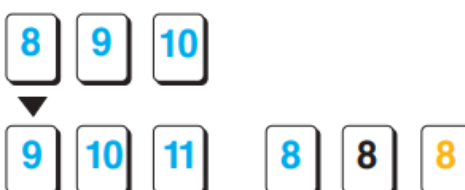
Tiles on table

● Add a fourth tile to a set and remove one tile from it, to make another set:

Tiles on rack

The player adds a blue 11 to the run and uses the 8's to form a new group.

Tiles on table

● Splitting a run:

Tiles on rack

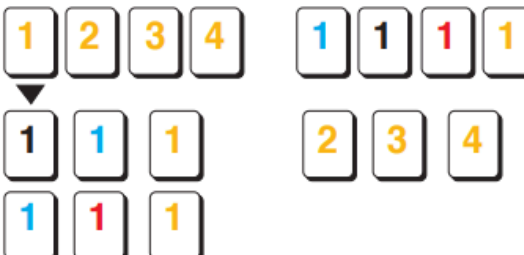The player splits the run and uses the red 6 to form two new runs.

Tiles on table

● Combined split:

Tiles on rack

The player places a blue 1 from the rack with the orange 1 from the run and the red 1 from the group to form a new group.

Tiles on table

● Multiple split:

Tiles on rack

10 **5**

The player manipulates the three existing sets on the table, and use the black 10 and the blue 5 from the rack to make three groups and one new run.

Tiles on table

5 6 7   5 6 7

5 6 7 8 9
▼
5 5 5 5   6 6 6

7 7 7   8 9 10

The Joker:

There are two jokers in the game. Each joker can be used as any tile in a set, and its number and color are that of the tile needed to complete the set. On future turns, a joker can be retrieved from a set on the table by a player who can replace it during his/her turn with any tiles that can keep the set legitimate.
This tile can come from the table or from a player's rack. In the case of a group of three tiles, the joker can be replaced by a tile of either of the missing colors.

When a player retrieves a joker, the joker will once again have any value or color. However, a player who retrieves a joker must play the joker on his/her current turn to make a new set, and must also use at least one tile from his/her rack on that turn (just as on any other turn). A player cannot retrieve a joker before s/he has played his/her initial meld.
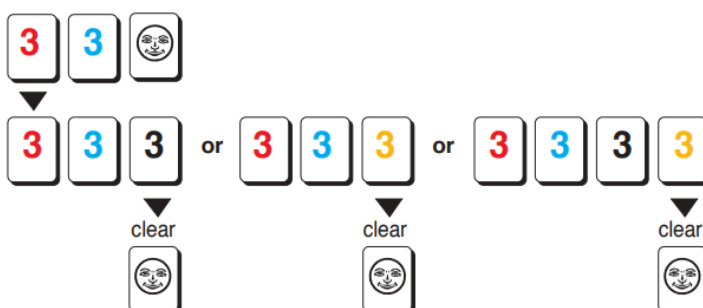
4 ways to clear the joker are:

1. Tiles on rack

3 **3**

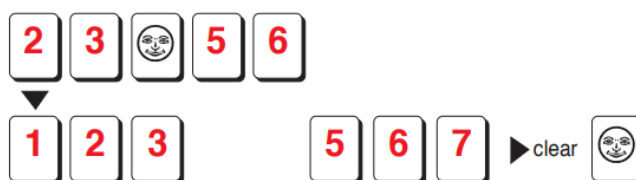The player can replace the joker by each one of the tiles on his rack or by both

Tiles on table

3 3 😊
▼
3 3 3 or 3 3 3 or 3 3 3 3
▼ clear   ▼ clear   ▼ clear
😊   😊   😊

2. Tiles on rack

1 **7**

The player splits the run and clears the joker.

Tiles on table

2 3 😊 5 6
▼
1 2 3   5 6 7 ▶ clear 😊

3. Tiles on rack

5

The player adds the blue 5 and clears the joker.

Tiles on table

6 7 😊
▼
5 6 7 ▶ clear 😊
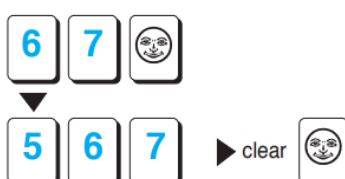
4.

The player splits the run.
He moves the black 1 to the
group of ones, he moves the
black 2 to the group of twos
and frees the joker.

Tiles on table

| 1 | 2 | 🙂 | | 1 | 1 | 1 | | 2 | 2 | 2 |

▼

| 1 | 1 | 1 | 1 | | 2 | 2 | 2 | 2 | ▶ clear | 🙂 |

Winning:

When the last round ends, the player who has won the most games in all rounds combined is the winner.
In the case of a tie, the player with the highest score is the winner.