

The Original Rummikub™

ORIGINAL RUMMIKUB® PLAYING RULES "THE SABRA WAY"

THE GAME:

The game is played with 106 tiles including 2 jokers. Each tile bears a number 1 through 13 in four different colors: black, red, blue and yellow. Rummikub may be played by two to four players. The object of the game is to be the first to eliminate all the tiles from the rack.

STEPS FOR PLAYING:

1. The tiles are placed face down on the table and shuffled. Each player, in turn, takes a tile and the player who picks the highest number plays first; the others follow in a counterclockwise direction.
2. Each player, in order to turn, takes 14 tiles and places them on his rack, arranging them in "sets" as far as possible. These may be "runs" (a numerical sequence of at least 3 tiles of the same color), or "groups" (three or four tiles of the same numerical value of different colors).
3. The balance of the tiles are then arranged in stacks of seven (the pool), face down.

To begin play, at least one meld (set) totaling 30 points must be placed on the table (for the initial meld only). This can be done by placing a group or a run or any combination thereof that totals at least 30 points on the table. A player who does not have the initial meld must draw one tile from the pool and it becomes the next player's turn. A joker used in the initial meld will bear the face value of the tile which it has substituted. Once an initial meld is made, a player in his turn may add to any existing "melds" on the table, to complete a set or to manipulate.

MANIPULATING:

Manipulating the sets may be done in the following ways:

1. Adding one tile or more from your rack to a run, or the fourth color to a group. (4,5,6 and 7 or 10,10,10 + 10).
2. Adding a fourth tile to a set and removing one to form a new set (i.e. there is a blue run 8,9,10 on the table. You have a blue 11, a black 8 and a yellow 8. By adding an 11 to the run you are now able to remove the 8 and form a group of 8,8,8 on the table).
3. Splitting—There is a red run 4,5,6,7,8 on the table. You have a red 6 on your rack. You may split the run to form two red runs 4,5,6 and 6,7,8.
4. There are two sets on the table; a yellow run 1,2,3,4 and a group of 1,1,1,1 (yellow, red, blue, black). You have on your rack a blue 1. You may remove the red 1 from the group and the yellow 1 from the run to form a new group of 1,1,1 (red, yellow, blue).

The following melds are on the table:

5,6,7	Yellow
5,6,7	Red
5,6,7,8,9	Black

On your rack you have a black 10 and a blue 5. You may take apart (manipulate) the above three melds and from three new groups (5,5,5) (6,6,6) (7,7,7) and one new run of 8,9,10. You may now add your blue 5 to form a new group (5,5,5,5).

JOKERS: A joker is worth face value when melding and worth 30 points when held on your rack while another player wins. It may be substituted for any tile in a set. It may be exchanged for the missing tile in a meld provided it comes from your rack. In a group (5,5 and J), the joker can be replaced only by having both missing colors. It may not be placed back on the rack, but must be used in the player's same turn. A meld that includes a joker may not be manipulated.

TIME LIMIT: Each player has two minutes in which to take his turn. Once a move has been completed he should declare that he is through.

SCORE TABLE:

	Player A	Player B	Player C	Player D
game one	+24	- 5	-16	-3
game two	- 6	-11	+22	-5
Total	+18	-16	+ 6	-8

In game one player A is the winner. Players B, C and D each lost 5, 16 and 3 points respectively. These scores are registered as minus (-) points to each loser and the total is credited to the winner as plus (+) points.

In game two player C is the winner. Players A, B and D lost each 6, 11 and 5 points respectively. At the end of the game each player's score has to be added up (see total line). In our example player A and C won while players B and D lost. In order to check the accuracy of the figures in each game, total positive points should equal total negative points.

MISPLAYS: Should you try to manipulate the melds on the table by actually moving them and fail to do so—you shall be penalized and forced to draw 3 tiles from the pool.

GLOSSARY:

- "Set" = "group" or "run".
- "Group" = 3 or 4 tiles of same numerical value in different color.
- "Run" = 3 tiles or more of same color in a numerical sequence.
- "Meld" = Set being placed on the table face up.
- "Initial meld" = First player's meld with face value of at least 30 points.
- "Manipulate" = To handle and rearrange the melds skillfully.

Should you have any suggestions or ideas do let us know, as we want our players to learn from your experience and enjoy Rummikub to the fullest.