Rummikub Competition
Start-up Kit

Rummikub® Competition / Event Set- Up

Well-organized Rummikub events can attract many people.
Keep in mind that competitors may not always be from a homogenous group (i.e. they might come from different backgrounds; and with different levels of play proficiency). To make the best of this situation, divide the tournament into first stage, intermediate stage and final stage.

The preliminary first stage:

Competitors are formed into groups of 4. Either random groups or according to a criteria, which you will determine (age for example). Each group of 4 sits down at a table and each person competes against the other. Four games are played. After the final game, each player is classified as first, second, third and fourth position (see enclosed score sheet), determined by the amount of games won. In case two players win the same amount of games, the highest score attained during play will determine positioning.

The intermediate stage:

Competitors are grouped into 4s again; but different groupings with completely different players. As before, four games are played, as mentioned above. If there are ties, total point values will determine the rank.

The final stage:

The 4 winners of most games (or points in the case of a tie) sit down at the central table to compete in the final stage. All attention and media interest is now focused on the most dramatic part of the competition.
It is a good idea to have competition results listed on a large scoreboard.

The resulting winner of the final 4 games wins the champion title.
The remaining 3 places win smaller prizes.

*These are only suggestions on how to organize your local competition
, Feel free to use your creativity.

Rummikub Competition- Score Sheet
Start-up Kit

Round: 1

Table No.:

First Name												
Surname												
Score	Wins	Credit	Debit	Wins	Credit	Debit	Wins	Credit	Debit	Wins	Credit	Debit
Game No. 1												
Game No. 2												
Game No. 3												
Game No. 4												
Total												

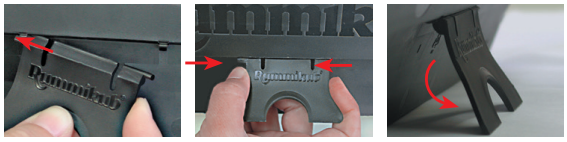
The Original

Rummikub®

BRINGS PEOPLE TOGETHER

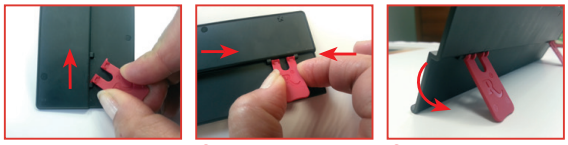
Assembly instructions For:

Experience/ Classic/ Prime/XP:



1 2 3

Mini/ mini XP:



1 2 3

Select:

1 2 3

For Rummikub XP/Mini XP Please note:

For 5 or 6 players: use all of the 160.
For 4 or less players: we recommend you to use 104 tiles (numbered 1-13 in 4 colors twice, and 2 joker tiles).

Object of The Game:

To be the first to place all tiles from the rack onto the table.

Set-up:

Place tiles face down in centre of table and mix well. Every player picks one tile. The player with the highest number begins. Play proceeds clockwise.
Return tiles to table and mix tiles again. Every player then takes 14 tiles and arranges them on his/her rack into sets of "groups" or "runs".
The remaining tiles on the table are the pool.

Sets:

A **"group"** is a set of either three or four tiles of the same number but in **different colours**. For example: black 7, red 7, blue 7, orange 7.
A **"run"** is a set of three or more consecutive (one after the other) numbers, which are all of the **same colour**. For example: blue 3, 4, 5 and 6.

Note: number 1 is always played as the lowest number and may not follow number 13.

Playing The Game:

Players must place sets, valued at least 30 points (add up the set numbers), onto the table in the first move. This move is called the "initial meld". If unable to do an initial meld, or player chooses to delay initial meld, a tile must be taken from the pool and this concludes the player's turn.

During the initial meld sets on the table may not be manipulated or built upon with tiles from player's rack.

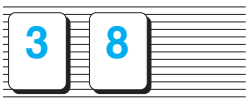
Players have a time limit of 1 minute per turn. If by the end of 1 minute the player has failed to successfully manipulate tiles on the table, all tiles must be returned to their original position and three tiles must be taken from the pool as a penalty. If there are leftover tiles (and players do not remember their original positions) they get randomly placed in the pool.

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.

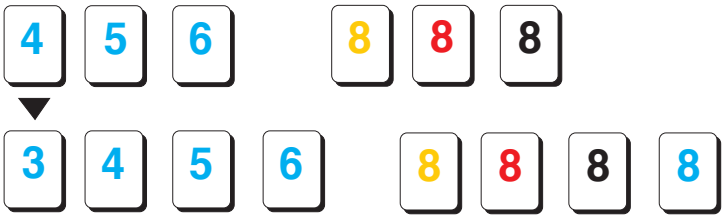
● Add one or more tiles from rack to make new set:

Tiles on rack



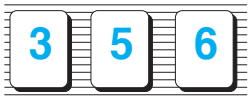
Blue 4,5,6 are on the table. The player adds a blue 3. The blue 8 is added to the group of 8's already on the table.

Tiles on table



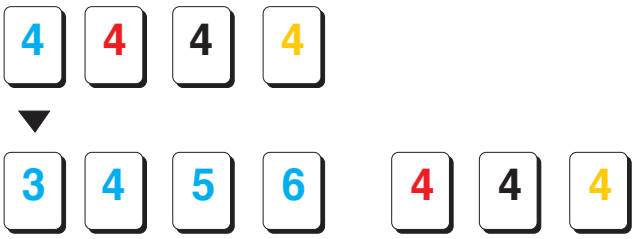
● Remove a fourth tile from a group and use it to form a new set:

Tiles on rack



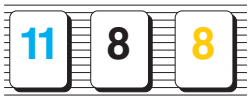
A tile is missing from the potential blue run on the rack. The player takes the blue 4 from the group of four on the table and lays the run: blue 3,4,5,6.

Tiles on table



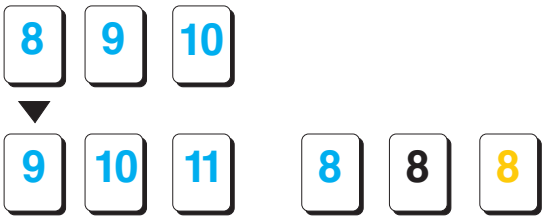
● Add a fourth tile to a set and remove one tile from it, to make another set:

Tiles on rack



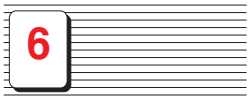
The player adds a blue 11 to the run and uses the 8's to form a new group.

Tiles on table



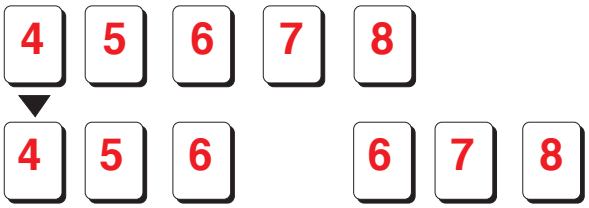
● Splitting a run:

Tiles on rack



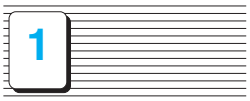
The player splits the run and uses the red 6 to form two new runs.

Tiles on table



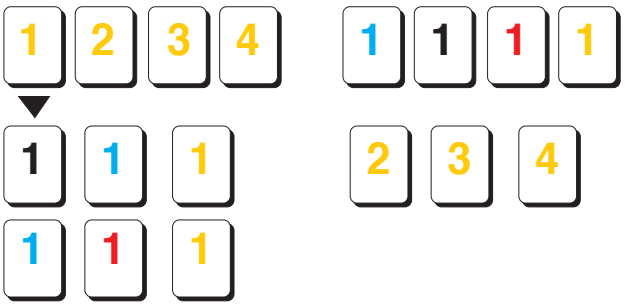
● Combined split:

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.

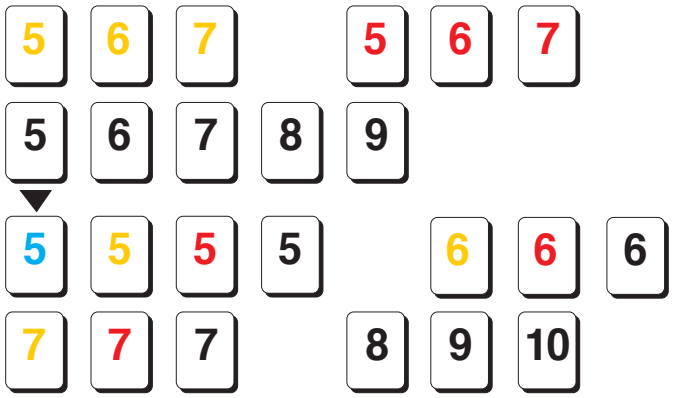
Tiles on table



● :**Multiple split**

Tiles on rack

Tiles on table



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.

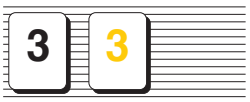
The Joker:

A joker may not be retrieved before the initial meld. A joker can be retrieved from a set by replacing it with a tile of the same numerical value and colour it represents. The tile used to replace the joker can come from the player's rack or from the table. In the case of a **group** of 3, the joker can be replaced by the tile of either of the missing colours.

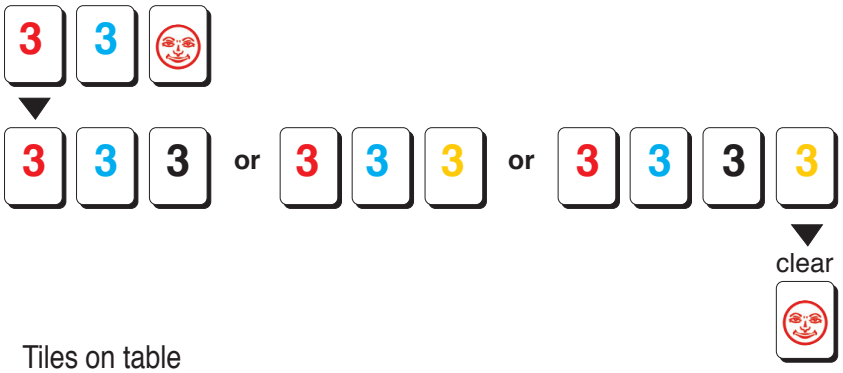
A joker that has been replaced must be used in the player's same turn as part of a new set. A set containing a joker can have tiles added to it, be split apart or have tiles removed from it. The joker has a penalty value of 30 points if it remains on a player's rack at the end of the game.

4 ways to clear the joker are:

.1 Tiles on rack

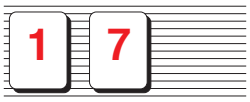


Tiles on table

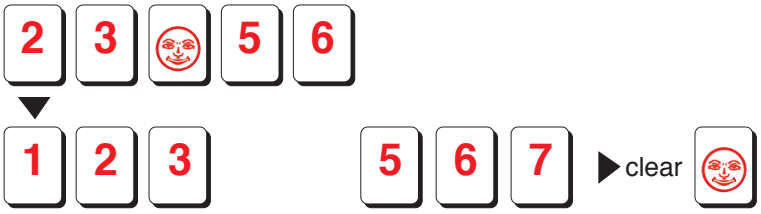


The player can replace the joker by each one of the tiles on his rack or by both

.2 Tiles on rack

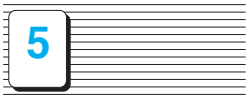


Tiles on table

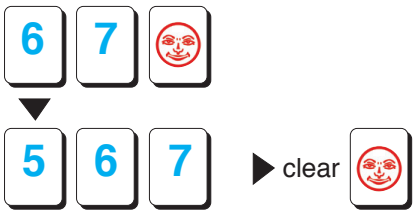


The player splits the run and clears the joker.

.3 Tiles on rack



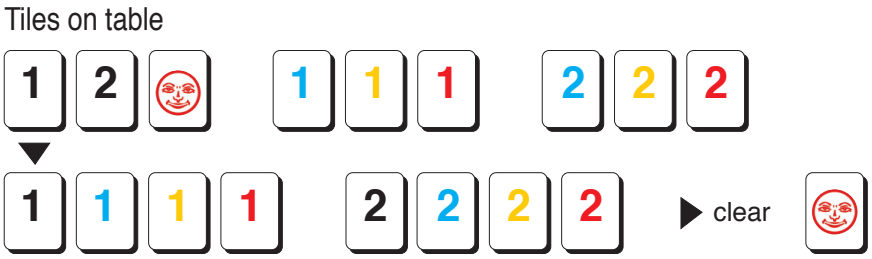
Tiles on table



The player adds the blue 5 and clears the joker.

.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.



The Winner:

Play continues until a player empties his/her rack and calls out "Rummikub". The other players then add up the points on their racks (see scoring). Should the pool run out of tiles, every player in turn "plays the table" by placing at least one tile from their racks onto the table until someone finishes. If players are unable to proceed further, the game ends.

Scoring:

After a player has cleared the rack and called "Rummikub" the losing players add up the values of the tiles they still have on their racks. This score is totalled as a minus(negative) amount. The winner of the round receives a positive score equal to the total of all the losers' points. At the end of a session, each player totals his/her minus and plus scores to get the total score. The player with the highest score is the overall winner.

As an aid to checking the total, the plus scores should equal the total of the minus scores in each round and in the final tally.

In the rare event that all the tiles in the pool are used before any player goes "Rummikub", the player with the lowest count on his/her rack is the winner. Each loser adds up his/her total tile value and subtracts from it the winner's total.This result is scored as a minus amount. This total is scored to the winner as a plus amount.

Example score table:

	Player A	Player B	Player C	Player D
Game 1	+ 24	- 5	- 16	- 3
Game 2	- 6	- 11	+ 22	- 5
Game 3	- 32	- 13	- 2	+ 47
Total	- 14	- 29	+ 4	+ 39

Strategy:

The beginning of a round of "Rummikub" may seem slow but as the table builds up, more and more manipulations are possible. In the early stages of the game it may be a good idea to hold back some tiles so that other players "open up" the table and provide more opportunities for manipulation.

Sometimes it is useful to hold back the fourth tile of a group or a run and lay only three, so that on the next turn one can lay a tile instead of drawing from the pool.

Keeping a joker on one's rack may also be a good strategy - although one risks being caught with a joker when another player goes "Rummikub".

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"WARNING"! Not suitable for children under 36 months.
Contains small parts. Chocking Hazard! Colors and components may differ from that shown. Made in Israel.

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