

Quick Start Instructions

Rummikub (2-4 players)

How to play:

1. **Place all tiles face down and mix well.** Each player picks **14 tiles** and places them on their rack without other players seeing them. Leave the remaining tiles face down in a pile. To decide who starts, you call all pick a tile and see who has the highest number – then return these tiles back into the pile.
2. The goal is to be the first player to play all of the tiles from your rack! You do this by creating **sets (GROUPS of 3 or 4 tiles of the same number in different colours)** or **RUNS (sets of 3 or more numbers of the same colour that are in order from lowest to highest)**. Tip: Try to arrange the tiles on your rack into potential sets as you play. The 2 tiles with the **smiling face** (joker) can be any number or colour you want!
3. **To start**, all players put down 1 or more sets (a group or run) from their rack in front of them in the middle of the table. If a player can't, or doesn't want to put down a set, they must take a tile from the pile and add it to their rack. (More advanced rule: starting run/set(s) must total 30 at minimum.)
4. Now, players take turns and try to get rid of as many tiles on a turn as possible. You can do this in different ways **as long as all sets and runs stay a minimum of 3 tiles, never 2 or 1.**
 - You can put out a **new run or group** on the table
 - You can **add on to a run**, such as by adding 2 and/or 6 and 7 to the run 3-4-5
 - You can **add to a group** by adding a tile of the same number in a different colour (up to 4 maximum)
 - If it's helpful to you, **you can split up sets** as long as 3 tiles remain such as taking an orange 12 away from a group of four 12's and adding orange 10 and 11 to produce orange run of 10-11-12
 - You **can take a joker** that has already been played to use in a group, as long as you replace it with the **same missing colour and number it was first used for. and you immediately add it to a new set or run** on the turn you took it.
 - If you can't do any of these options, you must **take 1 tile** from the pile.
5. The winner is the first player to **empty their rack and call "Rummikub!"**.



Optional: If you want to play with multiple rounds, decide on the number of rounds and see the original instructions for how to score over rounds.)