

RUMMI-KUB

Equipment:

Rummi-Kub tiles and holders – 106 tiles including two (2) jokers, four (4) different colors – black, red, yellow, & blue, numbered one (1) through thirteen (13).

Players: 2, 3, or 4 people.

Object:

Eliminate tiles from rack by forming them into sets of runs and groups, and melding them on the table.

Set Up:

Mix tiles thoroughly, face down on table. Draw one tile for start. Player with highest tile goes first. Jokers are highest. When both jokers are drawn, red is higher than black. Play proceeds clockwise. Players choose fourteen (14) tiles each, placing them in their holders.

Play:

In order to place tiles on table, player must make an initial meld of thirty (30) points in one or more sets. Points come from tiles in hand only and not from tiles already on the table. Each tile is worth number of points shown on tile. Joker may be used for any tile and has the point value of the tile it represents.

Runs: All runs must have at least three (3) tiles of same color, such as red #3, #4, and #5.

Groups:

All groups must consist of three (3) or four (4) tiles of different colors, such as #4 red, #4 yellow, and #4 blue.

Melds:

Initial meld must be thirty (30) points or more. EXAMPLES:

- a. #13 red, #13 yellow, and #13 black = 39 points.
- b. #9 yellow, #10 yellow, and #11 yellow = 30 points.
- c. #10 red, #11 red, & joker (represents #12 red) = 33 points.

Playing Table:

After making initial meld, player may play on the table and manipulate and re-4s to use for another group or run. Player must leave at least three (3) tiles in order to make another meld.