

Rummikub



History

Rummikub was conceptualized during the 1940s by Ephraim Hertzano. Hertzano created the game as an alternative to traditional card games, which were banned in Romania under the communist regime due to their association with gambling. After World War II, Hertzano immigrated to Israel, where he further developed Rummikub. The game hit the American market in 1970 and was the best-selling game in the United States in 1977.

Gameplay

Structure

Rummikub is played with colored tiles numbered 1 to 13.



The player must create valid sets of tiles on the table. For a set to be valid it must have at least 3 tiles and maintain one of these patterns.

Consecutive (Same Color)



Same Number (Unique Colors)



During their turn, players can rearrange tiles already on the table to form new sets as long as all tiles remain part of valid sets at the end of their turn.

If a player is unable to lay down a tile on their turn, they must draw one of the face down tiles.

Setup

Place all tiles on the table facedown.

Every player starts off by drawing 14 tiles into their hand.

To begin manipulating the table tiles to your advantage, the player must first lay down 30 points on their first move.

If they are unable to, they must draw and attempt to lay 30 points again on their next turn.

Round

Once the player has layed 30 points, they can begin.

Players go around clockwise taking turns laying as many tiles from their hand as possible and can perform unlimited table manipulations during their turn.

All manipulations are valid if at the end of the turn every set on the table is valid.

If a player is unable to lay down a tile from their hand, they must draw a face down tile and lose their turn.

Whoever, empties their hand first, is the **winner**.

Extra

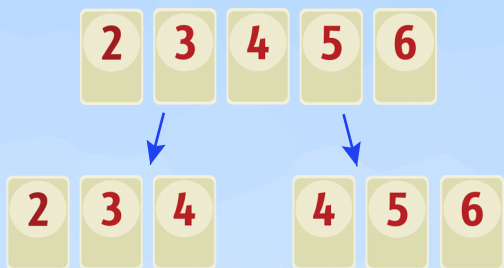
There exists 2 joker tiles. They act as a 'wildcard' and can take take on any value they need to fill.



Common Manipulations

The Split

The player has a red 4 in their hand and this set exists on the table. The player can split the existing set into two seperate sets and place their red 4.



The Steal

The player has a blue and black 7 in their hand and this set exists on the table. The player can steal the red 7 from the existing set and use it to make a new set.

