The original Word
Rummikub ®
BRINGS PEOPLE TOGETHER

For 2-4 Players, Ages 7 & up

Contents:

112 Letter tiles
4 Racks
Instructions

Object of the game:

To form the longest possible word and score the most points!

Set-up:

Place tiles face down in center of table and mix well. Every player picks one tile. The player holding the letter closest to the letter "A" 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. The remaining tiles on the table form the pool.
The scorekeeper lists the names of each player and records results.
It is recommended to decide on a time limit - not more than minute for each turn!

Playing the game:

● Players must place a word consisting of at least 6 letters onto the table in the first move. This move is called the "initial meld". If unable to do an initial meld, or the player chooses to delay the initial meld, a tile must be taken from the pool and this concludes the player's turn.

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

● After making a 6 letter word, players must either meld or manipulate words consisting of at least 3 letters on each successive turn.

● The player has to use at least one letter from his/her rack in order to manipulate the words on the table.

● Throughout the game, players must always have at least 7 tiles on their racks. At the end of every turn, players pick up as many tiles needed from the pool in order to have 7 tiles. A player who uses up of all his/her tiles during a turn, picks up another 7 tiles.

● If playing with a time limit and a player has usuccessfully tried to manipulate words on the table, he\she must ensure that all the letters spell proper words by the end of the turn. If the player fails to do so, all the letters that do not spell words are returned to the pool and the player forfeits his\her next turn.

Melding:

Melding is the process of arrangng letters into a word.
For example, a player has the following letters on his/her rack:

K A R A I B C T L F T S I O

From these letters, the player can meld each of the following words:

B L A C K   A I R   R A T

S O F T   R A C K   F I R S T

The possibilities are almost endless, as you can see. When you are unable to use all the letters on your rack, look at the table and join or add your letters to other words already on the table.

Manipulating words:

Manipulation is the most exciting part of playing "Word Rummikub" . Players try to table the biggest number of tiles by forming the longest words and rearranging or adding to words already on the table.

● Example 1:

Tiles on rack

D I S

The player adds the letters D, I, S to form the word:

Tiles on table

A P P E A R
▼
D I S A P P E A R

● Example 2:

Tiles on rack

L T H

The player splits the word APE and uses the letters L,T,H to form two new words: PAL and THE.

Tiles on table

A P E
▼
P A L   T H E

• **Example 3:**

Tiles on rack

I H

Tiles on table

C L A P   P E A R
▼
L A P   C H I P
E A R

The player has the letters I & H on the rack. The words CLAP & PEAR are already on the table. Player takes the letters C & P from these words and forms three new words: LAP, CHIP & EAR.

As you can see, words need not remain in their original form. Letters can be added to other letters as long as at the end of the player's turn all letter combinations on the table correctly spell words.

The Joker:

There are 2 jokers in the game.

• A joker may not be retrieved before the initial meld, but can be used as part of a word in the initial meld.

• A joker can be retrieved from a set by replacing it with a tile of the same letter it represents. The tile used to replace the joker can come from the player's rack or from the table.

• A joker that has been replaced must be used in the player's same turn as part of a new word.

• A word 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 minus 30 points if it remains on the a player's rack at the end of the game.

Scoring

All letters, including jokers, are worth one point each. The score for each word depends on the number of letters in the word. During each turn, a player can table as many words s he/she chooses. However, players do not score points for every word, but score only for the longest word placed on the table during that turn. For instance, a player places the following words on the table: "TOY", "CAPE", "HEAVY" and "RECOVER". He/she scores 7 points for that turn because " Recover' is the longest word played and it has 7 letters.

Double points:

Players that table all tiles from their rack in one turn, win double points for that turn.

Do's & Don't's:

- You may not form a word that already appears on the table.
- Valid words are those that appear in a standard dictionary excluding abbreviations, foreign words, foreign spellings, or words that are hyphenated.
- A dictionary can be used to check spelling if a word is challenged. An unacceptable word should be removed by the player who laid it, who must then take a letter from the pool, as a penalty.

Strategy:

Since the object of the game is to score the most points, remember to:
1. Make the longest possible word using suffixes and prefixes.
2. Use all the tiles from the rack to score double points on your longest word.

More fun:

Decide to create a theme game. In other words, devote all the words to a specific topic. This makes the game harder and is suggested only for advanced palyers.

Ending the game:

When all the tiles in the pool have been used and one of the players completely empties his/her rack, the game is over.

Winner:

The person with the highest score.

Letter distribution:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	☻
10	2	4	4	10	2	3	3	7	1	2	7	3	6	8	4	1	7	7	8	4	1	2	1	2	1	2