THE ORIGINAL **Rummikub**® Xpress

BRINGS PEOPLE TOGETHER

A rapid Rummikub game for 2 players

Aim of the Game:

To play all of your dice and have the most points by the end of 6 rounds.

How to Set Up:

Write the names of the players at the top of the score sheet.
Put all of the dice into the pouch and shake well.

At the Start of Every Round:

Each player takes 9 dice out of the pouch and rolls them all onto the table.
Players should take turns starting each round.

How to Play:

During each turn, a player puts some or all of his/her dice in the "shaker", shakes well, and rolls them out onto the table.

- If the player has a set, he/she must place it on the table.

A set is a "group" of dice: 3 or 4 identical numbers in different colors (for example 2 2 2), or a "run": 3 or more sequential numbers in an identical color (for example, 11 12 13)

- If the player does not have a sets, he/she must check if he/she can add one or more dice to an existing sets on the table, or find another way to play their dice by manipulating the existing sets (see the examples below).
- In a single turn, a player can both put down a set/s, and add dice to existing set/s, or manipulate the set/s on the table.
- If, after throwing the dice, the player still has no dice that he/she can put down, the other player can now take his/her turn.

If, after 3 consecutive throws by both players, no player is able to make a move, the game is over and the points a recorded.

The Winner:

The first player to play all of his/her dice, or, if no player can make a move after three consecutive throws, the player whose remaining dice add up to the lowest number of points.

Examples for Forming or Manipulating Sets:

1) Adding one or more dice to the sets on the table:

Player's dice: 3 8 Dice on table: 4 5 6 8 8 8

The player can add a blue 3 to the blue run and a blue 8 to the group, forming the following sets: 3 4 5 6 8 8 8 8

2) Using the dice on the table to manipulate sets and combine them just like in a crossword puzzle:

Player's dice: 3 3 Dice on table: 3 4 5

The player adds his two dice underneath the existing 3 just like a crossword, and forms the following sets:

3 4 5
3
3

3) Manipulating existing sets to form more elaborate sets:

Player's dice: 3 Dice on table: 3 4 5 2 2 2

The player rearranges the 2 group in a new order, places it over the 3, 4, 5 run, and combines the two sets using his black three, to form the following 3 sets:

2 2 2
3
3 4 5

The Joker:

The Joker can be used in place of any number – it doesn't matter what color the Joker is. To remove a Joker from a set, you must replace it with a die that shows the number the joker stands for, or maneuver the dice so that the Joker can be removed – but only if all the sets on the table remain complete and correct.
A Joker that is removed from a set must become part of another set during the same turn.
A participant who is lef t with a Joker at the end of the game receives a 10 point penalty. For example:

Player's dice: 6 7 5 Dice on table: 3 ☺ 5
3
3

The player combines his dice, forms the following sets, and removes the Joker:

3 3 3 5 6 7
☺
5

Please Note:

Starting from the second turn in every round, players can decide whether to throw all of the dice or only some of them.
Important! Do not turn the dice over to a new number until your turn! Then you may put them into the shaker and roll them again.

Points:

The winner receives an amount of points equal to the sum of the numbers indicated on the dice of the other player,and these are recorded in his score sheet.

If no player is able to make a move after three consecutive turns each:

The winner is the player who is left with the lower number of points showing on his/her remaining dice. Subtract the lower value from the higher, and award this amount to the winner.

If a player has a Joker at the end of a round, its value is 10 points.

Score Card:

At the end of each round, points are recorded on the score sheet for each player in the lighter triangle. The points tally, combined with points from the previous round/s, is recorded in the darker part. For the first round, only write the points in the darker triangle.

The Winner:

The player who has earned the most points by the end of 6 rounds.

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Manufactured by: Lemada Light Industries Ltd., 27 Betzalel st., Arad 8909355, Israel.
"**WARNING**"! Not suitable for children under 36 months. Contains small parts.
Choking Hazard! Colors and components may differ from that shown.
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D-1706-4236-0011 210916