

原装正版
Rummikub®
拉密 - 经典版
将人与人联系起来

7岁至成人
2-4位玩家

游戏配件：

106只牌（四色1-13的牌，共8套，和2只百搭牌）、4个牌架、详细说明书

游戏目标：

成为第一位把自己牌架上所有牌组合为合法牌组（顺组或群组）并打光的玩家。

牌组：

游戏有两种合法牌组：

群组 由三只或四只同数字但不同颜色的牌组成。

顺组 由三只或更多的同色且数字连续的牌组成。

1号永远是最小的数字，不能跟在13号之后。



设置：

把所有牌面朝下放在桌上彻底洗匀。每位玩家翻开一只牌，牌上数字最大的玩家成为起始玩家。把刚才的牌放回桌上重新洗匀。为了方便游戏，我们建议把牌叠成7只一叠。每位玩家拿取14只牌，放到自己的牌架上。

余下的牌是为「牌库」。玩家们决定玩多少轮游戏；每轮游戏由多局游戏组成。玩家人数决定了每轮游戏局数－四人游戏由四局组成，三人游戏由三局组成，两人游戏由两局组成。当有玩家打出牌架上最后一只牌时，一局游戏结束。玩家们开始新一轮游戏直至玩完商量好的轮数／局数为止。

游戏流程：

每位玩家第一次的出牌称为「破冰」。要破冰的话，玩家必须把价值合计至少30分的一个或多个牌组放在桌面中央。每只牌上的数字就是该牌的分值。这些牌必须出自该位玩家牌架上；破冰时，不可利用桌上已有的牌。

破冰牌组里的百搭牌价值它所代表的数字牌的分值。若玩家无法打出牌，或刻意不打出牌，该玩家必须从牌库抽一只牌。抽牌后，该玩家的回合就完结了，他／她左侧的玩家开始下一回合（顺时针）。在玩家破冰以后的回合中，该玩家可把自己牌架上的牌加至任何桌上的牌组中。在任何回合中，若回合玩家无法加牌至桌上的牌组或打出一个新牌组，该玩家必须从牌库抽一只牌并结束回合。玩家在抽牌后不可立刻出牌。玩家必须等到自己的下一个回合才能出牌。

一直进行游戏，直至有玩家打光自己牌架上的牌，然后喊出「Rummikub！」，游戏结束。玩家们各自计算总分（见计算分数）。若牌库已空，而未有玩家打光牌架上的牌，继续游戏直至所有玩家皆无法打出牌为止。游戏结束。

重组牌组方法：

重组牌组是Rummikub里最刺激的部分。玩家们重组桌上的牌组或把自己的牌加至桌上的牌组，尝试打出自己的牌，越多越好。可用多种不同方式重组牌组（见下面范例），唯在回合完结时，桌上只可有合法牌组，不可有独立的牌。

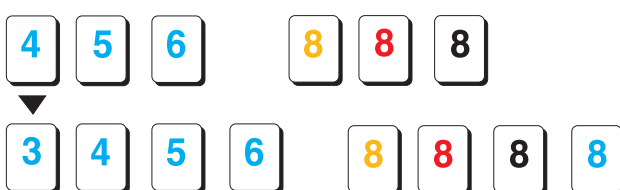
● 打出牌架上的一只或多只牌以形成新牌组：

牌架上的牌



桌上有蓝色的4、5、6号牌。玩家将蓝色3号牌加至该牌组，蓝色8号牌则加至8号的群组中。

桌上的牌组



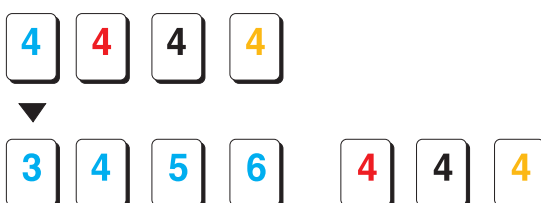
● 移除群组中的第四只牌，把它用在新牌组中：

牌架上的牌



牌架上差一只牌就能组成蓝色顺组。玩家从桌上4号的群组中拿取蓝色4号牌，然后加上自己的牌组成3、4、5、6号的蓝色顺组。

桌上的牌组



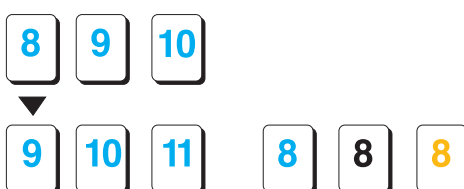
● 把一只牌加至只有三只牌的牌组中，以取走其中一只牌，构成新牌组：

牌架上的牌



玩家将蓝色11号牌加至顺组中，以把蓝色8号牌用在新牌组中。

桌上的牌组



● 分拆一个顺组：

牌架上的牌



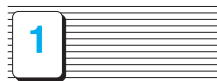
玩家分拆一个顺组，并使用红色6号牌，组成两个新顺组。

桌上的牌组



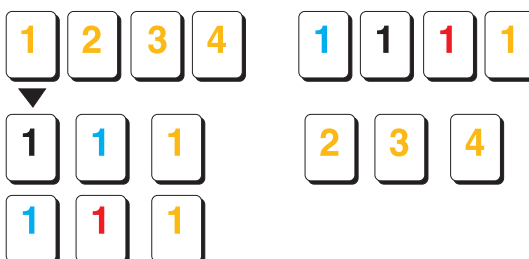
● 分拆多个牌组然后合并：

牌架上的牌



玩家以牌架上的蓝色1号牌、橙色顺组中的1号牌，和群组中的红色1号牌组成新群组。

桌上的牌组



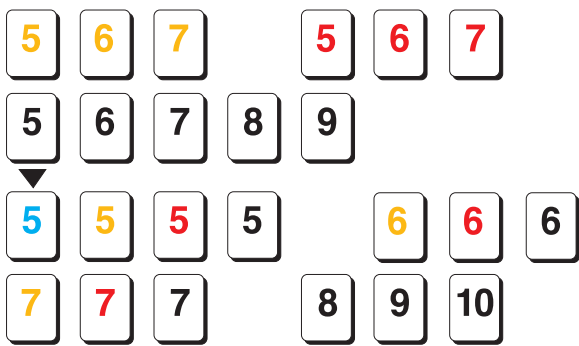
● 分拆多个牌组：

牌架上的牌



玩家重组三个桌上现有的牌组，以牌架上的黑色10号牌和蓝色5号牌组成三个群组和一个顺组。

桌上的牌组



百搭：

游戏里有两只百搭牌。百搭牌可用来代表牌组里的任何一张牌，它的数字和颜色与它所代表的牌是一样的。在之后的回合中，玩家可在自己的回合中，用能代表该百搭牌的其他牌，去换取百搭牌。用作取代百搭牌的牌可来自桌上的牌组或玩家的牌架。若百搭牌是在三只牌的群组中，玩家可用群组里缺少的两种颜色的任意一种换取百搭牌。

当玩家换了百搭牌后，百搭牌可重新代表任意数字及颜色。不过，换了百搭牌的玩家必须在该回合内使用百搭牌组成新的牌组，也必须使用至少一张自己牌架上的牌（一如其他回合）。玩家不能在破冰前换取百搭牌。

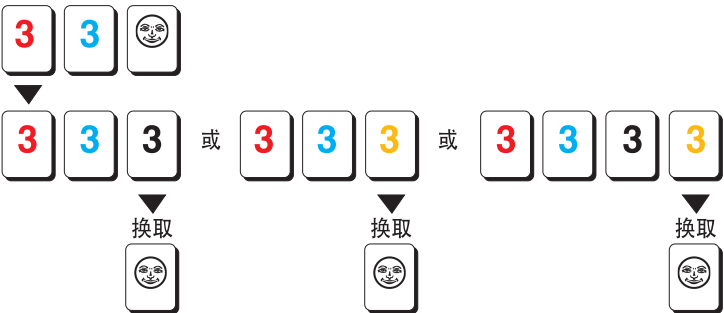
换取百搭牌的4种方法：

1. 牌架上的牌



玩家可用牌架上的其中一张或两张牌换取百搭牌。

桌上的牌组

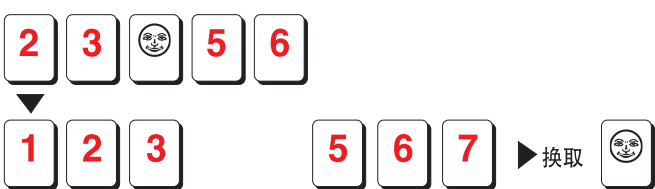


2. 牌架上的牌

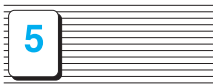


玩家分拆顺组，换取百搭牌。

桌上的牌组



3. 牌架上的牌



玩家把蓝色5加至牌组，换取百搭牌。

桌上的牌组



4.

玩家将拆顺组，把黑色1号牌放到1号群组，把黑色2号牌放到2号群组，换取百搭牌。

桌上的牌组



时限:

每位玩家每回合限时一分钟。超时的玩家必须从牌库抽一只牌并结束自己的回合。

不完整的回合:

在时限内未能完成整个出牌过程的玩家必须把桌上的牌组还原、拿回自己的牌，并且牌库抽三张牌作为惩罚。该玩家的回合亦随之结束。

加牌至现有牌组:

玩家可用任何方法把自己的牌加至现有牌组，唯在回合完结时，桌上只可有合法牌组，不可有独立的牌。

胜利:

当最后一轮结束后，各轮合计赢得最多局的玩家胜出。若遇平手，分数较高的玩家胜出。

计算分数:

当有玩家打光牌架上的牌后及喊出「Rummikub!」后，其他玩家各自把自己牌架上余下的牌值加起来，成为该回合的输掉的分数（负分）。赢家的得分是所有输家的得分总和的正数。因此，在每局和每轮结束时赢家的分数应等于输家分数的总和。你可以就此检查有没有计错分数。

留意：牌架上的百搭牌值30分（负分）。

在一些少见的情况下，牌库已空，但仍未有玩家打光牌架上的牌，喊出「Rummikub!」，也没有玩家能打出牌这样的话，牌架上的牌总值最低的玩家胜出该局。

然后各输家把自己的总牌值减去赢家的总牌值，便是该回合的所输掉的分数（负分）。

赢家的得分是所有输家的得分总和的正数。

在计分后，所有玩家把牌放回桌上，按照设置的规则开始新一局游戏。除了记下分数，也请记住玩家赢得的局数。

计分表范例:

	玩家A	玩家B	玩家C	玩家D
第一局	+ 24	- 5	- 16	- 3
第二局	- 6	- 11	+ 22	- 5
第三局	- 32	- 13	- 2	+ 47
第四局	- 10	- 25	+ 41	- 6
总分	- 24	- 54	+ 45	+ 33

策略:

Rummikub开局时的节奏看上去似乎比较慢，但随着桌上的牌组增加，重组的可能性也会增加。

在游戏初段，留着一些牌不打，等到其他玩家增加桌上的牌组，增加重组的机会才打，是个不错的策略。有时候可以留着群组或顺组的第四张牌不打，只打出三只牌，那你下回合就能打出一张牌而不用抽牌。把百搭牌留在自己牌架上也是个好策略；不过你就要承担其他玩家在你手持百搭（30分负分）时喊出「Rummikub!」的风险了。

www.rummikub.com

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The Original Rummikub® 拉密 - 經典版

BRINGS PEOPLE TOGETHER

Ages 7 to adult
For 2-4 players

Content:

106 tiles (8 sets of tiles 1-13 in four colours, and 2 joker tiles), 4 racks

Object of The Game:

To be the first player to play all the tiles from your rack by forming them into sets (runs and/or groups).

Sets:

There are two kinds of sets:

A **group** is a set of either three or four tiles of the same number in different colors.



A **run** is a set of three or more consecutive numbers all in the same color.



The number 1 is always played as the lowest number, it cannot follow the number 13.

Set-up:

Place the tiles face down on the table and mix them thoroughly. Each player picks a tile; the player with the highest number goes first. Return the tiles to the table and mix them. It is recommended to stack the tiles in piles of 7 for ease of playing. Each player takes 14 tiles and places them on his/her rack.

The remaining tiles are called the “pool.” The players decide how many rounds they want to play; each round is made up of multiple games. The number of players determines the number of games in a round—with four players a round is made up of four games, with three players a round is made up of three games, and with two players a round is made up of two games. When a player plays the last tile on his/her rack a game ends. Players then start over again until they have played the number of games/rounds they agreed to play.

Playing The Game:

Each tile is worth its face value (the number shown on the tile). In order to make an initial meld, each player must place tiles on the table in one or more sets that total at least 30 points. These points must come from the tiles on each player's rack; for their initial meld, players may not use tiles already played on the table.

A joker used in the initial meld scores the value of the tile it represents. When players cannot play any tiles from their racks, or purposely choose not to, they must draw a tile from the pool. After they draw, their turn is over. Play passes to the left (clockwise). On turns after a player has made his/her initial meld, that player can build onto other sets on the table with tiles from his/her rack. On any turn that a player cannot add onto another set or play a set from his/her rack, that player picks a tile from the pool and his/her turn ends.

Players cannot lay down a tile they just drew; they must wait until their next turn to play this tile.

Play continues until one player empties his/her rack and calls, “Rummikub!” This ends the game and players tally their points (see Scoring). If there are no more tiles in the pool but no player has emptied his/her rack, play continues until no more plays can be made. This ends the game.

Manipulation:

Manipulation is the most exciting part of playing "Rummikub®". Players try to table the greatest amount of tiles by rearranging or adding to sets which are already on the table. Sets can be manipulated in many ways (examples follow) as long as at the end of each round only legitimate sets remain and no loose tiles are left over.

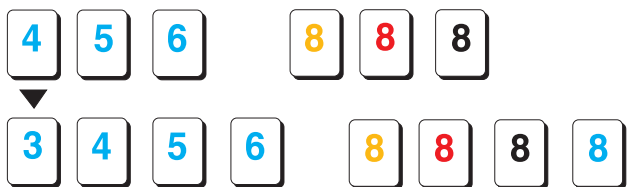
● Add one or more tiles from rack to make new set:

Tiles on rack



Blue 4,5,6 are on the table. The player adds a blue 3. The blue 8 is added to the group of 8's already on the table.

Tiles on table



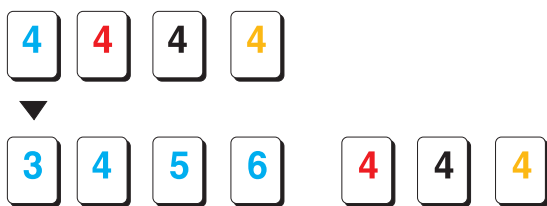
● Remove a fourth tile from a group and use it to form a new set:

Tiles on rack



A tile is missing from the potential blue run on the rack. The player takes the blue 4 from the group of four on the table and lays the run: blue 3,4,5,6.

Tiles on table



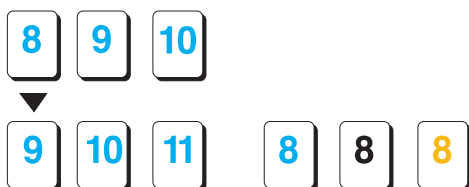
● Add a fourth tile to a set and remove one tile from it, to make another set:

Tiles on rack



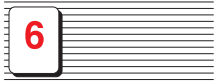
The player adds a blue 11 to the run and uses the 8's to form a new group.

Tiles on table



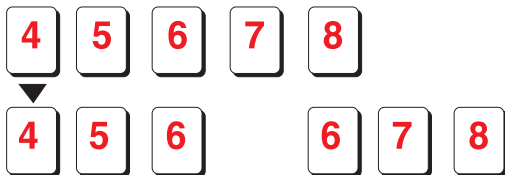
● Splitting a run:

Tiles on rack



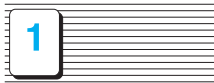
The player splits the run and uses the red 6 to form two new runs.

Tiles on table



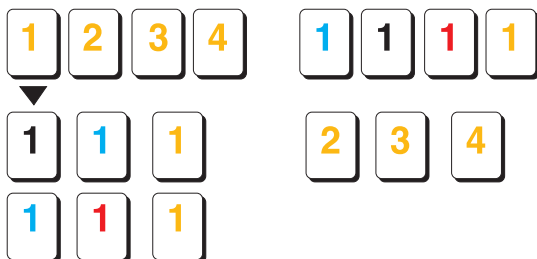
● Combined split:

Tiles on rack



The player places a blue 1 from the rack with the orange 1 from the run and the red 1 from the group to form a new group.

Tiles on table



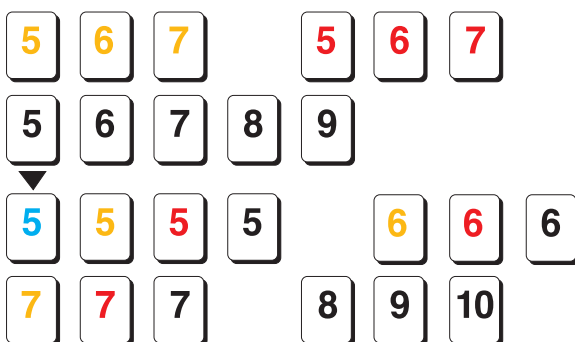
● Multiple split:

Tiles on rack



The player manipulates the three existing sets on the table, and use the black 10 and the blue 5 from the rack to make three groups and one new run.

Tiles on table



The Joker:

There are two jokers in the game. Each joker can be used as any tile in a set, and its number and color are that of the tile needed to complete the set. On future turns, a joker can be retrieved from a set on the table by a player who can replace it during his/her turn with a tile of the same number and color the joker represents. This tile can come from the table or from a player's rack. In the case of a group of three tiles, the joker can be replaced by a tile of either of the missing colors.

When a player retrieves a joker, the joker will once again have any value or color. However, a player who retrieves a joker must play the joker on his/her current turn to make a new set, and must also use at least one tile from his/her rack on that turn (just as on any other turn). A player cannot retrieve a joker before he/she has played his/her initial meld.

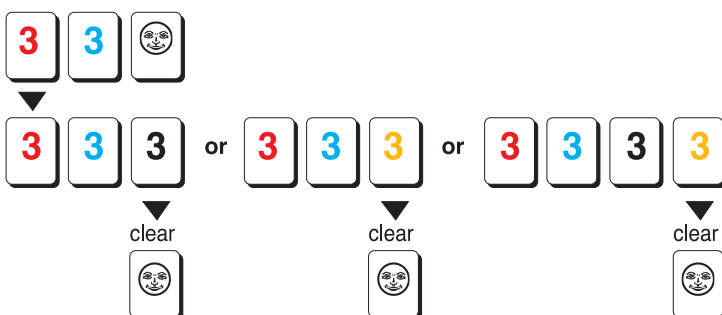
4 ways to clear the joker are:

1. Tiles on rack



The player can replace the joker by each one of the tiles on his rack or by both

Tiles on table

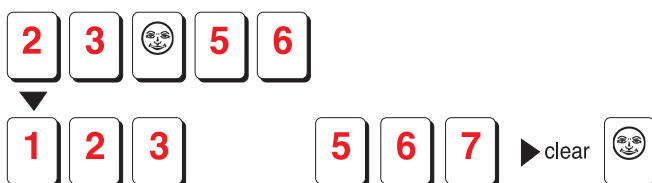


2. Tiles on rack

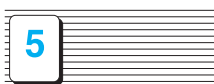


The player splits the run and clears the joker.

Tiles on table

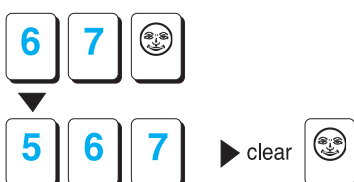


3. Tiles on rack



The player adds the blue 5 and clears the joker.

Tiles on table



4.

The player splits the run.
He moves the black 1 to the
group of ones, he moves the
black 2 to the group of twos
and frees the joker.

Tiles on table



Time Limit:

There is a time limit of 1 minute per player, per turn. Players who go over the time limit must draw a tile from the pool, ending their turns.

Incomplete Runs:

Players who cannot complete a move within the 1 minute time limit must replace the tiles that were on the table to their previous positions, take back the tiles they played, and draw 3 tiles from the pool as a penalty. This ends the turn.

Building onto Sets:

A player may build onto a set in any of the following ways (or in any combination of these ways) as long as there are only legitimate sets on the table and there are no loose tiles left at the end of the turn.

Winning:

When the last round ends, the player who has won the most games in all rounds combined is the winner. In the case of a tie, the player with the highest score is the winner.

Scoring:

After a player has cleared his/her rack and called "Rummikub!", the other players add up the value of the tiles they are holding on their racks as a negative figure and the winner of the game receives a positive score equal to the total of all the other players' points. As an aid to checking the figures, the winner's score should equal the total of the other players' scores in each game and at end of each round.

Note: the penalty for having a joker on a rack is 30 points.

In the rare case that all the tiles in the pool are used before any player goes "Rummikub!" and no player can play any more tiles, the player with the lowest value of tiles on his/her rack wins the round. Each player totals up the value of his/her tiles and subtracts it from the winner's total (this will result in a negative number for each player). They then reduce their scores by this amount. The total of these negative numbers is scored to the winner as a positive amount.


After scoring the game, players place all the tiles back on the table and begin the next game by following the directions under Set Up. In addition to keeping track of points, players keep track of the number of games each player has won.

Sample score table:	Player A	Player B	Player C	Player D
Game 1	+ 24	- 5	- 16	- 3
Game 2	- 6	- 11	+ 22	- 5
Game 3	- 32	- 13	- 2	+ 47
Game 4	- 10	- 25	+ 41	- 6
Total Round's	- 24	- 54	+ 45	+ 33

Strategy:

The beginning of a game of Rummikub® may seem slow, but as the table builds up, more plays are possible. In the early stages of the game it's a good idea to hold back some tiles so that other players open up the table and provide more opportunities for play. Sometimes it is useful to hold back the fourth tile of a group or run and play only three, so that on the next turn you can play a tile instead of drawing from the pool. Keeping a joker on your rack is also a good strategy; however, you risk being caught with it (earning a penalty of 30 points) when another player goes "Rummikub!"

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