## Special Jokers

◆ Special jokers cannot replace a Regular Joker or any other type of special joker.

◆ Reminder: Any set that is laid on the table must consist of at least 3 tiles. In any case (even when you have a Double Joker), you are not allowed to leave sets with two tiles on the table.

◆ In scoring the initial meld, the special joker represents the number, or numbers, it replaces.
Note: The Mirror Joker's value is zero.

◆ Special jokers can be cleared in the same way that the Regular Jokers are cleared, including that they must be played on the same turn and that the player must play at least one tile from his/her rack on that turn.

Double Joker

This special joker fills in two numbers. In a group it represents two of the same number; in a run it represents two consecutive numbers. The Double Joker can only be used in one of these two ways.

◆ For Example:

Run: 2 - Double Joker - 5. The Double Joker represents the numbers 3 and 4. In the initial meld, this tile is worth the value of both numbers it represents (in this example, the value is 7).

Group: Blue 3 – Red 3 – Double Joker. The Double Joker represents Yellow 3 and Black 3. In the initial meld, this tile is worth the value of both numbers (in this example, the value is 6).

Run
`2` `[J]` `5`

Group
`3` `3` `[J]`

◆ A Double Joker can be replaced with both tiles that it represents in a set or by manipulating a set to clear it.

◆ The Double Joker tile can be used in any place in a series; as the first, last or middle tile.

◆ The Double Joker cannot be used before the number 2 or after the number 12 (only 1 can come before 2 and only 13 can come after 12).

Color Change Joker

The Color Change Joker is used only in runs and is used to create a set in two colors:

◆ When using the Color Change Joker in runs, the tiles before the joker must be in one color and the tiles after the joker must be in a different color.

◆ The Color Change Joker can be used at the end of a set, but additional tiles played after this Joker must be of a different color.

`3` `4` `[J]` `6`

Mirror Joker

The Mirror Joker is used to create series that have the same number or numbers on both sides of the joker. It works for both runs and groups.

◆ For Example:

In Runs   `2` `3` `[J]` `3` `2`   In Groups   `3` `3` `[J]` `3` `3`

◆ Any number added to one side must also be added to the other side, and any number removed from one side must also be removed from the other side. At all times, the tiles on one side of this joker must be the same as the tiles on the other side of this joker.

◆ The Mirror Joker, unlike the other jokers, does not have a numerical value; its value equals zero. It simply allows players to "reflect," acting as a mirror.

◆ Sets can be taken apart and added to, but this special joker can only be used as a Mirror Joker. It is a great tool for playing with the Double Joker.

◆ Note: A series may contain more than one special joker and/or Regular Joker.

Example 1:   Example 2:

`4` `[J]` `6` `[J]` `6` `[J]` `4`   `[J]` `5` `[J]` `5` `4`

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 turn.

Incomplete Runs:

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

Building onto Sets:

A player may build onto a set that is already in play in any of the ways described above (or in any combination of those ways) as long as there are only legitimate sets on the table and there are no loose tiles left at the end of each 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 (any joker, including the Mirror 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.

Here's an example of how to score:

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 Rounds	− 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!"

Important Note:
Hand sanitizers and some lotions can damage the paint on Rummikub tiles. To keep your Rummikub® game in good condition, we recommend washing your hands with soap and water before handling the tiles.

REGISTER & WIN www.pressmantoy.com

PLAY **Rummikub** ONLINE WWW.RUMMIKUB.COM

The Original
Rummikub ®
BRINGS PEOPLE TOGETHER

With a **Twist**

JOKER
COLOR CHANGE JOKER
MIRROR JOKER
DOUBLE JOKER

Pressman SINCE 1922

The Original Rummikub
BRINGS PEOPLE TOGETHER
With a Twist

Contents:
104 Number Tiles (2 sets of tiles numbered 1-13 in 4 colors)
8 Jokers
4 Racks
8 Rack Stands

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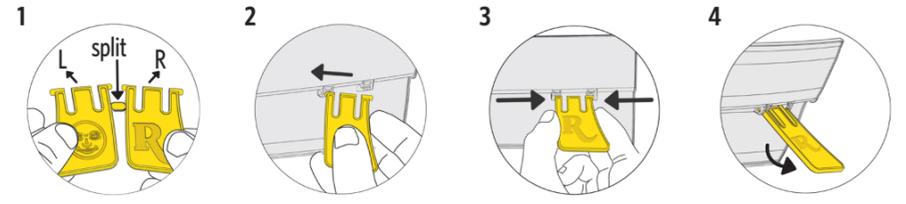
Object of the Game:
To be the first player to play all the tiles from your rack by forming them into sets (runs and/or groups).

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.

`7 7 7 7`

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.

`3 4 5 6`

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. (Rummikub Twist tiles are specially designed to stack, so for ease of play we recommend that you stack the tiles on the table in piles of 7). 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 in play 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 tiles left 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 of Tiles:
Using strategy in manipulating tiles is an exciting part of playing Rummikub® Twist. Each player tries to lay as many tiles as possible on the table by forming new sets and rearranging or adding on to existing sets. When breaking down existing sets, the player must use all tiles from the set in the same turn and all sets formed must follow the rules for groups and runs (see above). The existing sets can be manipulated in many ways, as demonstrated in the following examples.

Examples of Manipulating Tiles
Building onto a Set by Adding One or More Tiles from Your Rack:

Blue 4, 5, 6 are on the table, along with the Yellow 8, the Red 8, and the Black 8. The player adds the Blue 3 to the existing run and the Blue 8 to the group of 8s on the table.

Tiles on rack	Tiles on table
3 8	4 5 6 8 8 8
	3 4 5 6 8 8 8 8
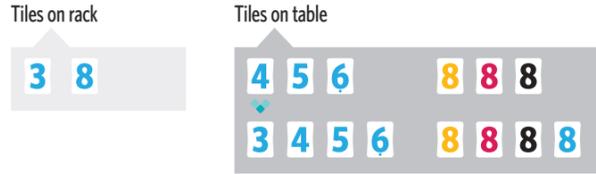
Forming a New Set with the Fourth Tile from a Group:

A Blue 4 is needed to form a new Blue run with the tiles on the rack. By taking the Blue 4 from the group of 4s on the table, the player can lay a new run: Blue 3, 4, 5, 6.

Tiles on rack	Tiles on table
3 5 6	4 4 4 4
	3 4 5 6 4 4 4

Forming a New Set by Adding a Fourth Tile to an Existing Set and Removing the Needed Tile:

The player adds the Blue 11 to the run, removes the Blue 8, and uses it to form a new group of 8s.

Tiles on rack	Tiles on table
11 8 8	8 9 10
	9 10 11 8 8 8
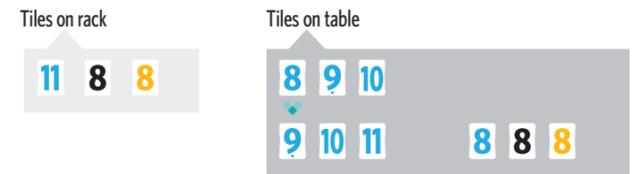
Splitting a Run:

The player splits the run, using the Red 6 to form two separate runs.

Tiles on rack	Tiles on table
6	4 5 6 7 8
	4 5 6 6 7 8
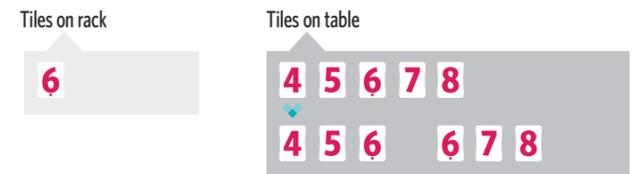
Combined Split:

A new group of 1s is formed by taking the Blue 1 from the rack, the Yellow 1 from the run and the Red 1 from the group.

Tiles on rack	Tiles on table
1	1 2 3 4 1 1 1 1
	1 1 1 2 3 4
	1 1 1
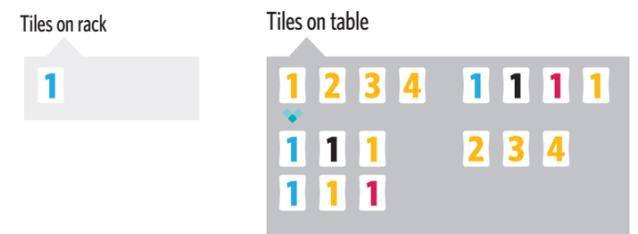
Multiple Split:

The player manipulates the three existing sets and uses the Black 10 and the Blue 5 from the rack to form three new groups and one new run.

Tiles on rack	Tiles on table
10 5	5 6 7 5 6 7
	5 6 7 8 9
	5 5 5 5 6 6 6
	7 7 7 8 9 10
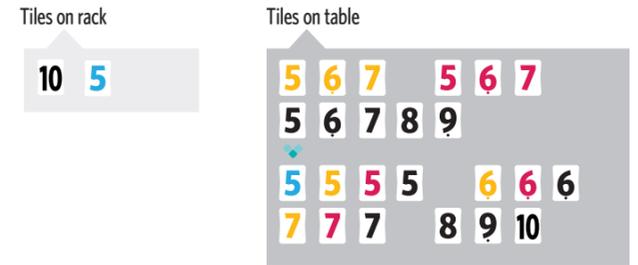
Jokers
- A player cannot replace a joker before or during his/her initial meld.
- The tile used to replace the joker can be taken from the rack or from a set on the table, but a player who replaces a joker must also play at least one tile from his/her rack on that turn (just as on any other turn).
- A set with a joker can have tiles added to it, be split apart, or have tiles removed from it.
- A joker that has been replaced must be used in the same turn as part of a new set.

Regular Joker
- Replace the Regular Joker in any set with a tile showing the same number and color of the tile the joker represents.
- In the case of a group of 3 tiles, a tile with either of the two missing colors can replace the joker.
- The penalty value of a Regular Joker when it remains on a player's rack at the end of the game is 30 points.

There are 4 Ways to Clear the Regular Joker:

1 The player replaces the Regular Joker with either one or both of the tiles on the rack.

	Tiles on rack	Tiles on table
	3 3	3 3 ☺
		3 3 3 or 3 3 3 or 3 3 3
		clear ☺ clear ☺ clear ☺
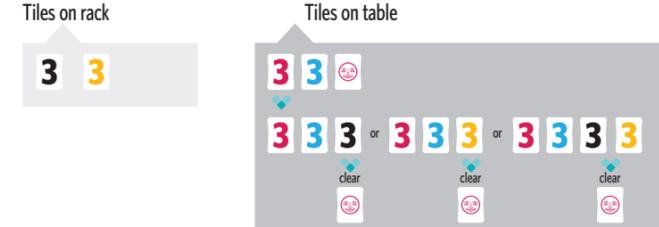
2 The player splits a run and clears the Regular Joker.

	Tiles on rack	Tiles on table
	1 7	2 3 ☺ 5 6
		1 2 3 ☺ clear 5 6 7

3 The player adds the Blue 5 and clears the Regular Joker.

	Tiles on rack	Tiles on table
	5	6 7 ☺
		5 6 7 clear ☺
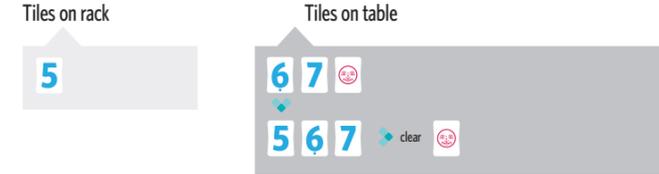
4 The player splits the run — the Black 1 is moved to the group of 1s and the Black 2 is moved to the group of 2s, clearing the Regular Joker.

Tiles on table
1 2 ☺   1 1 1   2 2 2
1 1 1 1   2 2 2 2   clear ☺