Actual game
Each player receives a playing rack, and 5 Stars. (The remaining Stars form the bank. Turn all tiles, in which not all faces are showing, face down and mix them thoroughly. This forms the tile pool.
Each player picks 6 playing tiles from the pool and places them on his/her playing rack (players should try to avoid stealing their opponent's see their playing blind).

Game begins
The oldest player/parent/guardian starts by trying to lay down a Run or Runs. They may not be able to make a Run, or decide not to put down tiles for tactical reasons.
In either case they must pay the bank one Star and pick up a tile from the pool. This is the end of their turn.
Players then pass to the player to their left.
If no Run is bid down by the next player, the game continues as described above.
If a Run is laid down by the next player, the next player has the choice to add a suitable tile or tiles to the Run on their turn, or they may lay down any remaining Star tiles.

Must I always pay the bank a Star if I don’t put down tiles?
No, not always. There are occasions when you don’t have to pay a Star to the bank:
1. If a player can’t play and the pool is empty, he/she or he/she does not pay a penalty Star.
2. If the player doesn’t have any Stars left.
3. If the player has already paid a Star to the bank. (In this case, the player may choose to put down more than one Star to the bank.)

Rewards
A. For every tile laid: one Star.
B. On every Run laid: one Star.
C. On the last tile played which clears a player’s rack: one Star.

Examples
A. A player that succeeds in laying down a Run of 3 tiles receives 4 reward Stars and then takes reward Star for each tile in the Run and one bonus reward Star for laying the Run (See Figure 3).

2. A player that succeeds in adding 3 tiles to an existing Run receives 3 reward Stars. See Figure 2.

3. A player that succeeds in laying down a new Run and adds to other existing Runs receives a reward Star for each tile laid in the Run, plus one bonus reward Star for the Run, plus one reward Star for each additional tile added. See Figure 3.

Game ends
The game ends when one of the players has laid down (correctly) all their tile tiles from their playing rack.
That player receives a bonus Star for being the first to finish.
The remaining players each pay the bank one Star for each tile left on their playing rack. If they have fewer reward Stars left than tiles, they simply pay the bank as many as they have left (which may be none).

The winner
The player with the most Stars is the winner.
In case of a tie, the winner is the one who puts down all his/her tiles first.

A new game
All tiles must be returned to the bank. All tiles shall be returned to the pool. The preparation as described in the Actual Game rules is repeated.

The Joker
The Joker is an important and valuable tile. It can be used as any coloured or numbered tile in a Run. Two or more Jokers can be used in the same Run.
You can remove a Joker, provided the Run still has a minimum of three tiles, and use it immediately to add an existing Run on the table. On your turn you may also pick up a Joker from an existing Run and keep it on your rack, provided that you have no more reward Stars and numbered tiles to play on.
(Note: this is a variation on the original Rummikub rules for the adult version).
There is no reward Star for the Joker retrieval. The Joker acquisition is a reward in itself.

Introduction
Rummikub is a Regional Trade Mark. © Copyrights, Herstex, All Rights Reserved. Manufactured by Luma Light Industries, 17 Bridgford Rd, Hessle, Hull, East Yorkshire.

Warnings
Not suitable for children under 36 months. Choking hazard – contains small parts. Not suitable for children with a tendency to put objects in their mouth. Excessive noise may cause hearing damage. Components are not intended for children under 3 years of age. Suitable for children of 7 years and over.

Contains plastic spheres from these elements: Wood, rubber and metal. May contain latex. Not suitable for use with a metal game board. May contain small metal nails and metal beads. Not recommended for children under 15 months.

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Junior
Rummikub
2-4 Players
Age 4 +
Contents
40 tiles numbered 1-10 (10 red, 10 blue, 10 yellow and 10 black), 4 Joker tiles, Stars and 4 tile racks.
Object of the game:
To collect as many stars as possible. How many Stars do you think it will take before you have enough stars to win?

The Joker
The Joker is an important and valuable tile. It can be used as any coloured or numbered tile in a Run. Two or more Jokers can be used in the same Run. You can remove a Joker, provided the Run still has a minimum of three tiles, and use it immediately to add an existing Run on the table. On your turn you may also pick up a Joker from an existing Run and keep it on your rack, provided that you have no more reward Stars and numbered tiles to play on.

Rules
1. A player that succeeds in laying down a Run of 3 tiles receives 4 reward Stars and then takes reward Star for each tile in the Run and one bonus reward Star for laying the Run (See Figure 3).

2. A player that succeeds in adding 3 tiles to an existing Run receives 3 reward Stars. See Figure 2.

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