

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? You earn Stars when you make Runs. and/or add to Runs already laid down.

Scoring examples are given in the Rewards section.

What is a Run?

A Run comprises a minimum of three tiles (but can grow to a maximum of 10 in this version of Rummikub) and must be in consecutive **number** order, for example: 2, 3, 4 or 7, 8, 9. Also. all the numbers in a Run **must be the same colour**.

Parents and/or guardians please note

If playing for the first time with young children, start by playing an introductory game as outlined below, **without the playing racks or Jokers**. This will help in future games.

Introductory game

Lay all tiles on a table with all numbers facing up. The parent or guardian points to a tile and reads aloud its colour and number. The rest of the players now try to find a tile of the same colour but of the next number above or below.

A player that finds the right tile will lay it next to the tile that was first pointed to. and receives a reward Star. Play continues with a search for a third tile. The player who finds it also receives a Star. At this point a Run is completed and announced by the parent/guardian.

The game continues until the maximum Run has been put down (the complete sequence from 1-10), and a reward Star is given each time a player succeeds in finding the appropriate tile.

Play finishes when all four Runs are complete.

Actual game

Each player receives a playing rack, and 6 Stars. (The remaining Stars form the bank). Turn all tiles, introducing the Jokers, 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 and avoid letting their opponents see their playing tiles).

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.

Play then passes to the player to their left.

If no Run is laid down by the next player, the game continues as described above. But as soon as the first Run is laid down, the next player has the choice to add a suitable tile or tiles to the Run now on the table, or they may lay new Runs.

Must I always pay the bank a Star if I don't put down tiles?

No, not always. There are two 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 or she does not pay a penalty Star. His or her turn ends until the next round.
2. If the player doesn't have any Stars left. Again, his or her turn ends until the next round.

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

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

Figure 1



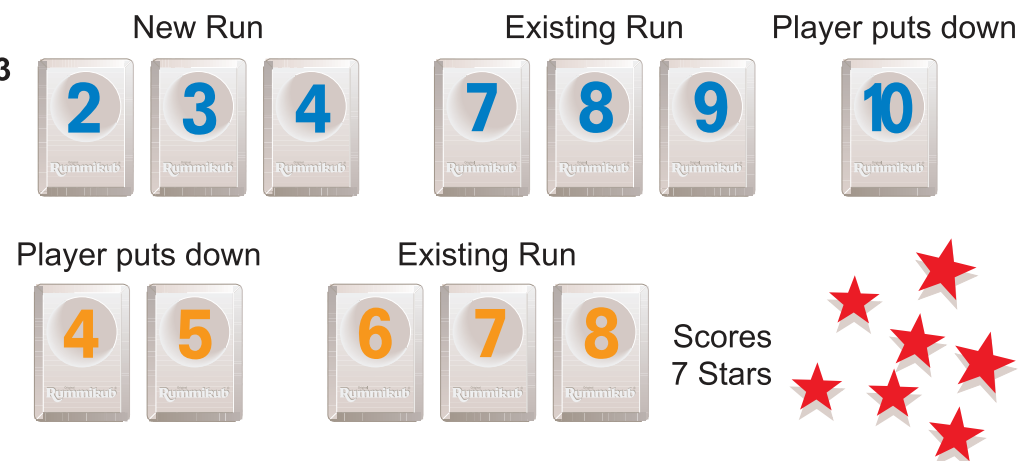
2. A player that succeeds in adding 3 tiles to 2 existing Runs receives 3 reward Stars. See Figure 2.

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 laid. See Figure 3.

Figure 3



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 to 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 put a correctly coloured and numbered tile in its place.

(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.

Game ends

The game ends when one of the players has laid down (correctly) all his/her tiles from their 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 put down all his or her tiles first.

A new game

All Stars must be returned to the bank. All tiles should be returned to the pool. The preparation as described in the Actual Game rules is repeated.



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WARNING! Not suitable for children under 36 months. Choking hazard – contains small parts.

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John Adams Leisure Ltd., Marketing House, Blackstone Road, Huntingdon, Cambs., PE29 6EF, UK.
Tel. (01480) 414361 or email customerservices@johnadams.co.uk

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