

SCORING:

The first player to dispose of all his tiles wins the game. The other players then owe the winner the face value of all tiles remaining on their racks. Again, the joker counts for 25 points. Obviously, towards the end of the game it is wise to have as few points as possible.

OPTIONAL RULES:

1. If no one has gone out by the time the tiles on the table have been exhausted, the game ends and the player with the lowest count wins.

2. Should you wish to speed up the game each turn can be timed and limited to 3 or 4 minutes.

3. Decreasing the opening meld requirement to 25 points will also speed up the game. This is sometimes done when there are more than 2 players.

HOW TO PLAY

RUMMY GIN

THE NEW EXCITING GAME

Those who have played Rummy or Gin Rummy with cards will find that Rummy Gin, played with tiles, contains many of their same procedures. However, Rummy Gin's many variations have succeeded in making it one of the most exciting and popular games to come out of Israel. It is a game that can be played by youngsters and oldsters alike a wonderful mixer or family game.

SET CONTAINS:

106 tiles (the equivalent of 2 decks of cards plus 2 jokers) and 4 holding racks.

Instead of the picture cards (jack, queen and king) the tiles are numbered 11, 12 and 13.

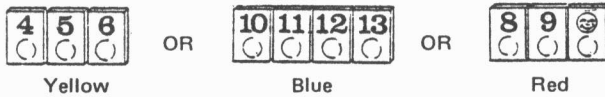
Instead of the normal suits (spades, hearts, diamonds and clubs) the tiles are colored red, blue, black and yellow.

The 2 jokers are wild and can be used in place of any tile.

OBJECT OF THE GAME:

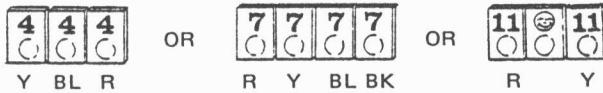
The object is to dispose of all tiles on your rack (your hand). This is done by forming the tiles into Groups which you can then meld or lay down, face up on the table. A Group may be either of two kinds:

RUNS



3 or more tiles in consecutive order in same color

SETS



3 or 4 of same number in different colors

(R = red, Y = yellow, BL = blue, BK = black)

PLAYING THE GAME:

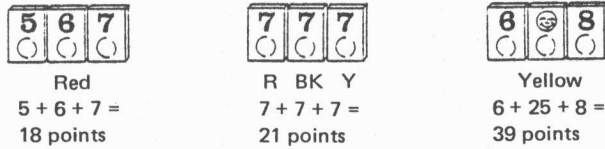
1. Set up holding racks and spread all tiles between them face down and mix thoroughly. If you wish to conserve space on the table and make more room for melds, tiles can be arranged in stacks.

2. To decide order of play each person picks a tile from the table. Lowest tile goes first with play rotating to the left (clockwise). The start of subsequent games follows the same rotation.

3. Each player picks up 14 tiles at random and arranges them on his rack as close to sets and runs as possible.

4. Then each player, in turn, picks a tile from the table until he has formed sets and/or runs with a minimum total face value of 50 points or more. The joker counts for 25 points. He is then eligible to meld or lay them down face up on the table. At the same time he can layoff (add) any other tiles that fit into other players' melds. He may, if he wishes, just keep them in his hand to add on to. (See examples of re-arranging for layoffs)

EXAMPLES OF COUNTING POINTS

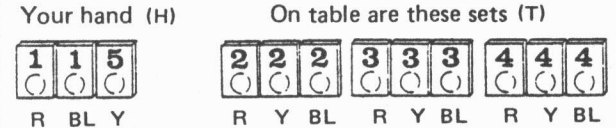
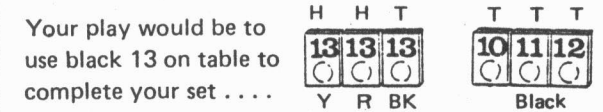
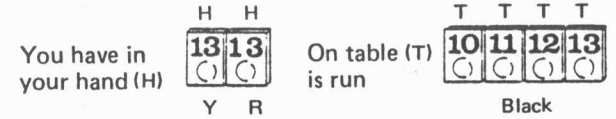
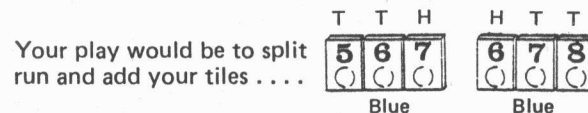
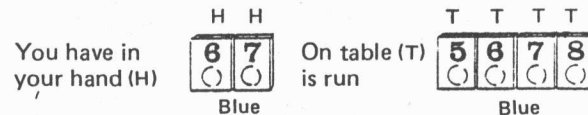


NOTE: A turn consists of making all your laydowns (melds) and/or layoffs on existing melds on the table OR JUST PICKING A TILE. Once you have picked a tile your turn is finished until the next time around.

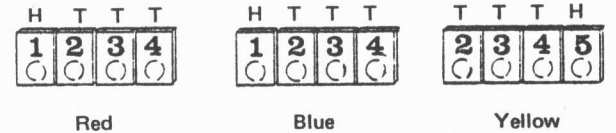
NOW THE FUN AND CHALLENGE OF THE GAME BEGINS:

Arranging and re-arranging the sets and runs on the table to make layoffs and use up the tiles in your hand. This permits you to use your ingenuity and skill.

EXAMPLES OF RE-ARRANGING FOR LAY-OFFS



Your play would be to re-arrange sets into runs and then add your 3 tiles



SPECIAL RULES FOR JOKERS:

1. A joker can only be used to complete a set or run in your hand for a laydown.

2. A joker can be re-used from the table only by replacing it with the same value it was used for originally PROVIDING you can use it immediately in a set or run from your hand.

EXAMPLE OF RE-USING JOKER

