

GWINNETT SENIOR GOLDEN GAMES

RUMMIKUB



RULES

- Game should be played in tables of three or four, depending on how many participants there are. Each table plays three (3) games. The winners (lowest score) from each table then play two games. The winners then play one game and that determines the gold (low score), silver (second lowest score) and bronze (third lowest score).
- Tiles are turned over and each player draws one tile to determine who starts. Tiles are then scattered and each player draws fourteen (14) tiles and places them on their racks.
- Runs (2,3,4, etc.) have to be of one color. Sets (8,8,8) must be of different colors.
- The person who has drawn the highest tile in the beginning starts play (melding) by laying down set(s) or run(s) equaling at least thirty containing no less than three tiles. More than one set/run can be laid down as long as they each contain three (3) tiles or more. If he/she cannot lay down, he/she must draw a tile from those left on the board. Play then proceeds to player on left.
- Next player must also meld with at least thirty points. If there are plays on the board already, the player may add or take away tiles already on the board as long as he/she can meld first. Plays must always leave at least three (3) tiles on any run/set.
- Each player in his turn must draw a tile from the pool if they are unable to meld or play.
- There should be a time limit of two (2) minutes for each play to be completed.

- Runs can be split as long as three (3) tiles are left. A tile can be removed from a set and used in some other play as long as three (3) tiles are left in the original set. There can only be a total of four (4) tiles in a set (one of each color). Runs may have as many tiles as desired as long as they are the same color.
- A "funny face" can be used in either a run or set but is counted as whatever tile it is supposed to be. If a "funny face" is removed from either a run or set, it must be replaced with whatever tile it was originally intended to be. Then the "funny face" must be used immediately with two (2) tiles from the player's rack. If a "funny face" is taken from plays on the board, it must be used immediately-not added to the player's rack.
- A player who manipulates the tiles unsuccessfully and leaves incomplete sets/runs on the table must replace the tiles in their original positions, take back the tiles he/she has played and draw three (3) additional tiles from the pool.
- After the first person has gone out, all other players add up what is left on their racks (face value). A "funny face" left on your rack counts thirty (30) points against you. Lowest score after all games are played is the winner.