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200

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**Object:** Be the first player to play out 200 collective points by playing tiles from your rack and arranging active tiles in play by forming them into sets of runs and groups.

**Deciding Turn Order:** Place all tiles down in the center of the table and mix thoroughly. Each player picks a tile; the one who selects the lowest number goes first and the play proceeds in a counterclockwise direction. Return the tiles to the table and mix them.

**Beginning Game Setup**

Each player takes 14 tiles from the pool of downward flipped tiles. From there, each player places their “chosen” tiles on their rack; the remaining tiles form the pool (or draw pile).

**How to Win/Game Conclusion:**

To reiterate, the goal of Rummi200kub is to be the first player to play out exactly 200 points. Once a player has completed this goal, they are the winner. However, there are two other reasons the game may conclude. One, if any one player runs out of tiles on their board so that it is empty, or two, if all players can no longer put down tiles, then the game is over. From there, the winner will be awarded to the player with the score *closest* to 200.

**Scoring:**

All tiles (aside from two jokers) have a number value on them. This value is equal to how many points the tile is worth. For example, If a player plays out a set of three eights, it would equate to 24 points. (8x3=24)

**How to Play:**

At the start of a player’s turn, a player can either draw or play.

To draw, a player will select a downturned tile from the pool and place it directly on their blue deck. If you draw you may not play out any tiles, and your turn is immediately over.

How do you “make a play”? A player can either play out sets or play out tiles to add to existing sets.

There are two different ways to play sets:

**A group** is three or four tiles of the same number in different colors.

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Example of a group:

**A run** is three or more (up to 13) consecutive numbers, all in the same color. The number 1 is played as the lowest number, and 13 is the highest.

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Example of a run:

In order to be an active player (able to play any amount of sets and add onto preexisting ones) each player must make an *initial play* (their first play)of at least 30 points in *one or more* sets.

Initial play examples:

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Player one:

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Player two:

After players have made their initial plays, they are free to play any amount from there on out. They may continue to play full sets or play singular tiles onto already existing sets on their board, as well as other players (see **Taking Sets** for more rules). They are also able to build onto other sets on the table with tiles from their racks.

**Building on Sets:**

A player may build onto as well as rearrange sets if there are only legitimate sets on the table and there are no loose tiles left at the end of their turn. (a loose tile is not a part of a group. Remember, you need at least three tiles to make a set complete)

**Building on top of Sets:**

After a set is played, all tiles within its group can be played upon vertically. There are no limits to how many runs are within a group.

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Example of playing vertically:

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Note- When multiple sets have

combined in this fashion, it is called a group.

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**Taking Sets:**

It is possible to take another player’s set from their table and have it on your own. A player must add onto another player’s set with tile(s) from their deck to claim it to their board. If a player claims a group, they must only take the complete run they add onto, leaving all other complete runs on their opponent’s table. If no sets are complete without the row being taken, the player claims the whole group. Players cannot take sets by replacing a tile with one already on the board. This action can only be done by adding to it with tiles from their hand.

**Time Limit:**

There is a time limit of 3 minutes and 20 seconds (200 seconds) per player, per turn. A player

who goes over the time limit must draw a tile from the pool and their turn ends.

**The Joker:**

There are two jokers in the game. They can be used for any tile in a set. A joker used scores the value of the tile it represents. A joker can be retrieved from a set on the table by a player who can replace it during their turn with a tile of the same numerical value and color it represents. The tile used to replace the joker must come from a player rack or active deck. A player may not use tiles from their opponent’s deck to retrieve a joker. In the case of a group of 3, the joker can be replaced by the tile of either of the missing colors. A joker that has been replaced must be used in the player’s same turn with 2 or more tiles from his rack to make a new set. Players cannot retrieve a joker before they have laid their initial set(s). A set containing a joker can have tiles added to it and can be split apart or have tiles removed from it.

**Incomplete Runs:**

If a player *unsuccessfully* builds on or manipulates other sets on a table, they must replace the tiles in their original positions, take back the tiles they played, and give their furthest set or run to the right to their player on the left.