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200

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**OBJECTIVES/GAME SETUP**

**Object:**

Be the first player to claim 200 collective points.

**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). Each player will also take all circular tokens of the color they choose to represent for the game. (If a player chooses the color red, he will take all prospective red tokens). Lastly, all black square lock tokens will be divided evenly among all players.

**How to Win/Game Conclusion:**

To reiterate, the goal of Rummi200kub is to be the first player to claim exactly 200 points. A player claims points by placing their respective circular tokens on sets and runs. 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/RULES**

**How to Play:**

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

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 also continue to play full sets or play singular tiles onto already existing sets on their board. 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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**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.

**Where to play:**

All players will play on the same board; that is they will play all tiles in one consecutive group.

**CLAIMING POINTS**

Basics of claiming:

A player may use their turn to claim any one set or run. To do this, they must put one of their circular tokens with the blank side upward in the divot of each tile in the set or run. An individual cannot claim more than one group per turn.

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Hijacking a claim:

Once a player has claimed a set/run, another player is then free to hijack the claim. To do this, the player will place their own tokens directly on top of the already present token, with the “2” side of the token facing upward. An individual cannot hijack more than one claimed group per turn.

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Locked Groups:

Once a set/group has been hijacked, it can only be hijacked once more before it becomes locked. The third time a group is claimed, a player will play their circular tokens with the blank side facing up and put an additional square lock token on the first tile of the set. This will indicate to all other players that the group can no longer be claimed.

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**JOKER AND INCOMPLETE GROUPS**

**The Joker:**

There are two jokers in the game. They can be used for any tile in a set. A joker 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. 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/sets:**

If a player *unsuccessfully* builds on or manipulates other sets on a table, they must replace the tiles in their original positions, and take back the tiles they played.