

CLASSIC RUMMY TILES™

FOR 2-4 PLAYERS
AGES 8+

CONTENTS

106 Tiles—Comprised of the following:

26 Blue (two each of numbers 1-13)

26 Red (two each of numbers 1-13)

Two Wild Tiles

26 Green (two each of numbers 1-13)

26 Black (two each of numbers 1-13)

Illustrated Instructions

ABOUT THE TILES

Caring for your tiles: Some lotions and hand sanitizers can adversely affect the printing on the tiles. Please be sure to wash and dry your hands before playing Classic Rummy Tiles to ensure long-lasting tiles.

NUMBERED TILES—The tiles are numbered 1-13. There are two tiles of each number, for each color. A tile's point value is the same as the tile's face value (i.e. a 9 tile is worth nine points).

WILD TILES—The two Wild tiles can be used in place of any tile in a Set or Run and will assume the point value of the tile it represents when played.



Number Tile



Wild Tile

OBJECT

The object of Classic Rummy Tiles is to be the first player to “go out” (use all the tiles on your rack) to end a round. Players use tiles by building them into Sets and Runs, described below in the How to Play section. The player with the highest score at the end of the game is the winner.

SET UP

1. Prepare a score sheet with the names of players listed across the top.
2. Mix the tiles thoroughly (face down), in the middle of the table.
3. Pick tiles to determine who has the highest number and will go first. Play proceeds clockwise around the table. Place the tiles back and mix them up again.
4. Each player selects fourteen tiles and places them on his rack, organizing them by color, by number, or by whatever means works best for him during gameplay.
5. The tiles remaining in the middle of the table form the Pool. These are the tiles that players will draw from during the game.

HOW TO PLAY

Standard Length Game is 3 rounds of play. However, you can always decide ahead of time to play more rounds for a longer game or less for a shorter game.

1. To “get into” the game, a player must first make an initial meld (play) that totals at least 30 points. This initial meld can be comprised of one or more Sets or Runs, as long as the total value is 30 points (or more). **Important Note:** A player’s initial meld must be made up of tiles that are solely from that player’s rack. They cannot be combined with any tiles that a previous player may have already played to the table.

SETS are comprised of three or four tiles of the same number, in different colors.

For example; A Set of three 10’s would satisfy the initial meld requirement since it totals 30 points.



RUNS are comprised of three or more consecutive numbers that are all of the same color. A Run of green tiles from 7 through 10 would also satisfy the initial meld since it totals 34 points.



WILD TILES are used to represent any tile in a Set/Run.

- When a Wild tile is used for an initial meld, it scores for the tile it represents. For example, the Wild tile in this Set is being used as a 13 and three 13’s satisfy the initial meld since this Set totals 39 points.



- If, during your turn, you can replace a Wild tile (that is on the table being used in a Set or Run), with a tile from your rack (that is of the same color and number that the Wild tile represents), you may do so. If the Wild tile is representing a number in a Set of three, you can replace the Wild tile with either of the colored numbers the Wild could be representing. For example, in the graphic of the Set of 13’s above, the Wild tile could be replaced with either the black 13 tile or the red 13 tile.

- When you swap a Wild tile for a number tile, on your same turn you **MUST** be able to use the Wild tile immediately with two or more tiles from your rack to form a new Set or Run. If you cannot use the Wild tile on the same turn, you cannot take it.

2. If a player does not have a Set or Run (or combination of Sets and Runs) to use for an initial meld, he simply draws one tile from the Pool and adds it to his rack. Play then passes to the left.

3. Once a player has made his initial meld and is officially in the game, he can use tiles from his rack to build more Sets/Runs OR to add to Sets/Runs (his own or those from other players) that are already on the table.

4. If, on his turn, a player cannot build new Sets/Runs or add to existing Sets/Runs, he simply draws a tile from the Pool and adds it to his rack. Drawing a tile and adding it to your rack always ends your turn. **Note:** A player cannot use a tile he has just picked up from the Pool and instead, must wait until his next turn to use that tile.

5. On each turn, a player has a two-minute time limit. If a player goes over the time limit, he must draw a tile from the pool and end his turn.

IMPORTANT MOVES TO MAKE WHILE PLAYING CLASSIC RUMMY TILES

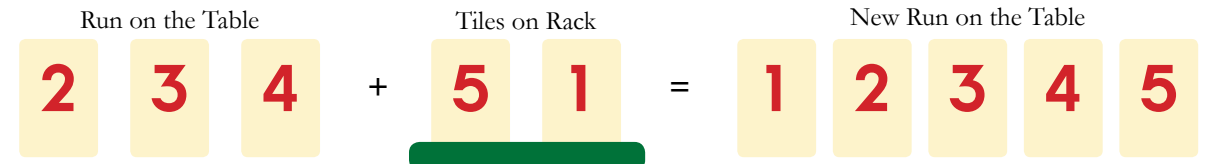
Once players are into the game and have made their initial melds, things really start to heat up. Players need to keep their eyes open and be on the lookout for clever plays. Be aware of all the Sets and Runs that are on the table. You will find many ways to play tiles from your rack! There are multiple ways to split Runs, extend Runs, form new Sets, etc. Examples of some legal plays are shown below.

NOTE: When a player makes a move that involves splitting a Run, forming new Sets, etc. he must always leave a legitimate set of three or more tiles on the table. Every Set or Run that a player has changed, added to or manipulated in any way, must be able to stand on its own with no extra stragglers (loose tiles) left on the table.

RUNS

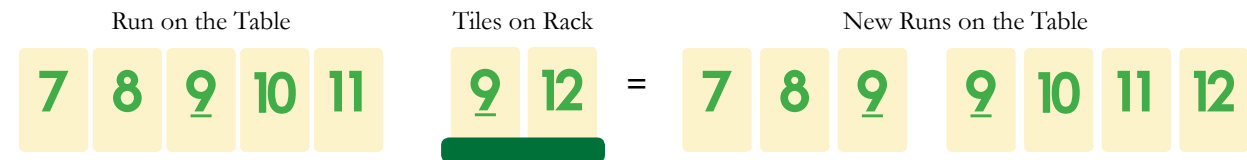
Adding to a RUN

This player used the tiles from his rack and added them to the Run of Red 2, 3, 4 on the table.



Splitting a RUN

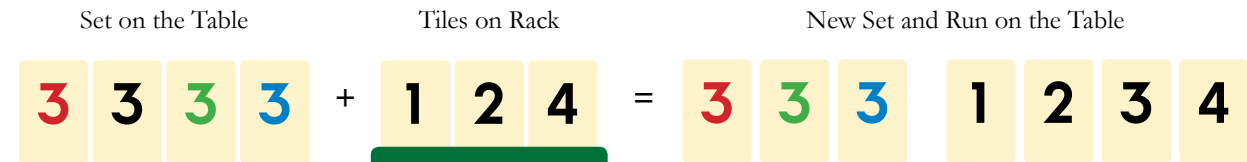
This player has split the Run and created two new Runs.



SETS

Forming new SETS

This player has split the Set to create a new Set and Run.



END OF ROUND

Players continue to play tiles from their racks, adding to Sets/Runs etc. until one player uses all his tiles and goes out. When one player empties his rack, the round is over and players tally their scores.

SCORING

1. Players with tiles on their racks add up the score of the tiles on their own racks. Number tiles count their value. Wild tiles have a penalty value of 30 points. Each “losing” player’s score is noted on the score sheet as a negative (minus) score.
2. The player who went out, by using all of his tiles, scores the TOTAL of all the other players’ points. His score is noted on the score sheet as a positive (plus) score.
3. After each round, score (as described above).

EXAMPLE (3 rounds of play for a 4-Player game)

	Harry	Kate	Tess	Louis
1st Round	-3	-16	-38	+57
2nd Round	+23	-14	-4	-5
3rd Round	+44	-9	-30	-5
Total:	+64	-39	-72	+47

In the example above, Harry has won the game with a total score of +64.

WINNING THE GAME

After three rounds of play, the player with the highest total score is the winner.

CONTACT US

We hope that you enjoy playing Classic Rummy Tiles. We are always happy to hear from our consumers. If you have any questions or comments, please contact us:

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