

THE ORIGINAL DICE Rummikub®

Roll To Score The Most Rummy Points!

For 1 to 8 players
Ages 8 and up

Object:

To accumulate the most points by the end of a specified number of turns (the standard number of turns is 6 per player, but a different number may be agreed upon at the beginning of the game).

Contents:

9 numbered dice, dice cup, game tray, scoring pad.

Set Up:

Choose a player to be scorekeeper. That player writes down the name of each player at the top of a scoring sheet and keeps a running total of all players' scores during the game. If you are playing for the first time, before you begin the game, notice that on the 9 Rummikub dice there are a total of 52 colored numbers (red, orange, black and blue) and 2 jokers.

Playing & Scoring:

Each player rolls one die; the player that rolls the highest number takes the first turn then turns will go in a clockwise direction.

In Rummikub Dice, players earn points for groups and runs that they make.

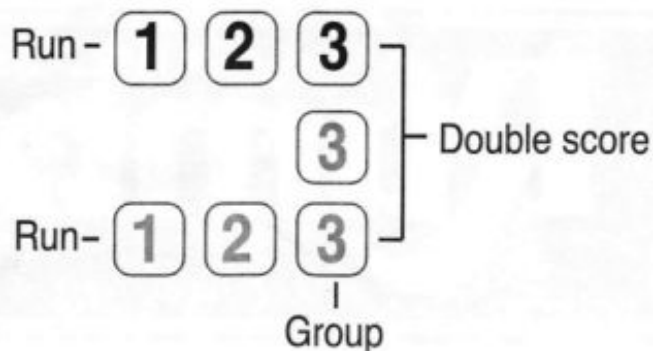
A group: 3 or 4 dice with the same number face up, but in different colors (i.e. the number 12 in black, blue and red).



A run: 3 or more dice of the same color in consecutive order (i.e. the numbers 6, 7 and 8 in red).



A combination: one run or one group that has a number in common which connects one or more runs and/or groups.



On each turn, a player can roll the dice three times. After the first roll, the player decides which dice to keep for making runs, groups or combinations. These numbers are placed on the game tray.

The player takes the dice that have not been kept, rolls them a second and then a third time to try to add them to her/his existing runs or groups. After the second roll, the player can return selected dice to the dice cup to roll again. The third roll is the player's last opportunity to score additional points. When the player has rolled the 9 dice, the numbers facing up are grouped into runs or groups.

To Play:

In addition to the 52 numbered faces of the dice, there are 2 jokers. Jokers can be substituted for any number of any color (regardless of the color of the Jokers themselves). See **Example 1**

Sample Strategy:

Example 2 is worth 7 points. By rearranging them as shown in **Example 3**, though, the player would get 9 points.

At the end of each player's turn, the scorekeeper will write down the player's score under the column with the player's name in the white area. A running total for each player is kept on the shaded part of the box.

JOKER


Example 1

3 4  6 = 4 points

Example 2

4 5 6
 6 7 8 = 7 points

Example 3

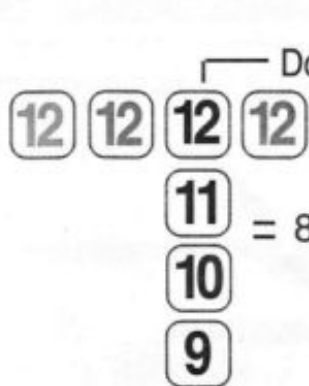
4 5 6
 Double score  = 9 points
 score 6 7 8

Scoring:

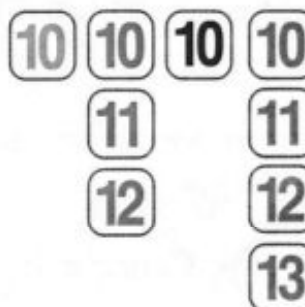
1. Regular runs/groups: player receives one point for each game die used in the run/group. In *Example A*, the player would receive 4 points: one point for each game die used.

Example A
 = 4 points

2. Combination runs/groups: player receives one point for each game die used with the common game die worth TWICE the points. In *Example B* the player would receive 8 points.

Example B
Double score
 = 8 points

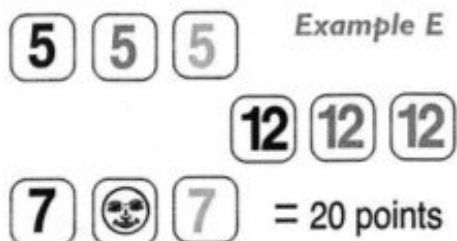
3. Using all 9 dice on a turn: player receives a total of 15 points as shown in *Example C*.

Example C
 = 15 points

4. Using all 9 dice to make two runs of two colors: player receives a total of 20 points as shown in *Example D*.

Example D
 = 20 points

5. Using all 9 dice to make three groups: player scores 20 points as shown in *Example E*.

Example E
 = 20 points

6. Using all 9 dice in the same run: player scores 30 points as shown in *Example F*.

Example F
 = 30 points

Ending/ Winning:

The winner is the player that has earned the highest score at the end of 6 rounds.

We appreciate your comments on Dice Rummikub. Please send your correspondence to:

Pressman Toy Corp.
Department: Dice Rummikub
745 Joyce Kilmer Ave.
New Brunswick, NJ 08901

Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1-800-800-0298

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