

THE **MAHJONG** LINE

PRESENTS

a
RUMMY
game

**OFFICIAL
FIELD GUIDE**

**CEYLON BLUE
LINE**



SO WHY **RUMMY** YOU ASK?

We love the clickety-clack of playing tiles and thought to ourselves, why should mahjong have ALL the fun? There is plenty to go around, especially considering the colorful group of people that gravitate to these games.

The rummy tile game consists of numbers (no quantum mathematics required) in groups and runs, and some clever joker gals for good measure. It's a family game, it's fast paced (hint hint to the dillydallier) and can be played amongst chaos and cocktails (it's perfect for a party).

OUR HOUSE RULES ARE THESE:

Keep the game moving at a nice clip.

Don't make your host drag out the dreaded timer.

Remember how you manipulated the runs or groups on the mat in case you need to reverse course...

...or else you'll earn a stink eye from the table.

LIVE AND LEARN. PEOPLE ARE GOOD. JOKERS ARE WILD. GAMES FOR A LIFE WELL PLAYED.

A RUMMY GAME • TILE NUMBERS «1-13»

COLORS	NAVY	1	2	3	4	5	<u>6</u>	7	8	<u>9</u>	10	11	12	13
	PINK	1	2	3	4	5	<u>6</u>	7	8	<u>9</u>	10	11	12	13
	MAGENTA	1	2	3	4	5	<u>6</u>	7	8	<u>9</u>	10	11	12	13
	CHARTREUSE	1	2	3	4	5	<u>6</u>	7	8	<u>9</u>	10	11	12	13

106 TILES FOR PLAY

(TML set contains 2 extra jokers and 4 blank tiles for a total of 112 tiles)

- «1-13» **NAVY** (two of each) : 26
- «1-13» **PINK** (two of each) : 26
- «1-13» **MAGENTA** (two of each) : 26
- «1-13» **CHARTREUSE** (two of each) : 26
- **JOKERS**: 4
- **BLANKS**: 4



HELPFUL HINTS

The key to winning is to stay focused and concentrate. The winner is the first player to empty the tiles from their rack. Visit themahjongline.com to learn more.

- Select who goes first, each player turns over a single tile, revealing the value. The player with the highest valued tile goes first. Joker is the highest value.
- Each player draws fourteen tiles and places them on the player's rack.
- Begin to organize your tiles in groups or runs.
 - A group is 3-4 tiles of the same number but in different colors.
 - A run is 3 or more consecutive tiles of the same color.
- To enter the game, a player must lay down a group(s) and/or run(s) that add up to at least 30 points.
 - If using a Joker in a group or run, the Joker value is the value of the tile it represents.
 - A player cannot add to another group or run during the player's first turn.
 - If a player cannot lay down at least 30 points, the player draws a tile from the pool.
This completes the player's turn.

- On subsequent turns, a player can:
 - Add a tile to an existing run or group.
 - Split a run.
 - Create a combined split.
 - Take a tile from a run or group consisting of at least four tiles to complete a new run or group.
 - Add a tile to a run or group and then take a tile from that run or group to create a new run or group.
- If a player cannot lay down any tiles or does not wish to lay down a tile during a turn, the player draws a tile from the pool. This completes the player's turn.
- If a player unsuccessfully builds upon or manipulates group(s) and/or run(s) on the mat, the player must replace the tiles in the original position and draw three tiles from the pool.
- When a player places their last tile and their rack is empty, the player says "Rummikub!" This player is the winner of the game.
- The winning player receives a score equal to the sum of all tiles in the other players' racks.
- All other players receive the negative sum of the tiles in their racks. If a player loses with a Joker in their rack, the penalty is minus 30 points.

JOKERS: Jokers can be used in groups and runs, and both Jokers can be used in a single group or run. Once a Joker is on the mat, players can replace it with a suitable tile from the mat or from their rack. This frees the Joker for the player to use during the same turn.

BLANKS: Blanks tiles are used as replacement tiles. These tiles should be excluded from game play unless being used as a replacement tile.

DIRECTION OF PLAY: Game play is clockwise.