

# Rummikub

The rules on one page

## Players

2 to 4 with the standard set. 5 or 6 with the 160-tile set.

## You need

A Rummikub set of 106 tiles and 4 racks, plus paper and a pencil for the score

## Goal

Be the first to play every tile on your rack

## Game ends

After the number of rounds your group agreed on. The player who won the most rounds wins, and the highest score breaks a tie.

## Setup

1. Turn all the tiles face down and mix them well.
2. Each player turns up one tile. The highest number goes first, and play moves clockwise. Turn those tiles back over and mix them in.
3. Each player takes 14 tiles and stands them on their rack so nobody else can see them.
4. The tiles left face down are the pool. Players draw from it during the round.

## How to play

1. **Know the two kinds of set.** Tiles go on the table in sets of at least 3. A group is 3 or 4 tiles of one number, each a different color. A run is 3 or more numbers in a row, all one color. A 1 cannot follow a 13.
2. **Make your initial meld.** Your first play, the initial meld, is one or more sets worth at least 30 points, each tile counting its number. All the tiles must come from your rack. Until it is down, you may not use or change the table.
3. **Play tiles or draw.** On turns after your initial meld, play tiles from your rack: new sets, tiles added to sets on the table, or both. If you cannot play, or choose not to, draw 1 tile from the pool. That ends your turn.
4. **Rearrange the table.** On those later turns you may also split sets on the table, move tiles between them and add your own. When your turn ends, every tile on the table must be in a valid set, with none left over.
5. **Use the jokers.** A joker stands for any tile in a set. On turns after your initial meld, you may free one from the table: put in the tile it stood for, or rearrange by splitting a run, adding a tile or moving tiles to other sets. All sets must stay valid. Use the freed joker that turn in a new set.
6. **Keep to the time limit.** Each turn has a 1-minute limit. If time runs out before you play, draw 1 tile. If it runs out in the middle of a move, put the table back as it was, take back your tiles and draw 3.

**7. End the round.** The round ends when a player plays their last tile and calls out “Rummikub.” If the pool runs out first, play on until nobody can play. The player whose rack is worth the least then wins.

**8. Score the round.** Each other player scores the value of the tiles left on their rack, with 30 for a joker, as a minus. The winner scores the sum of those as a plus. Mix all the tiles for the next round.

### What counts as a set

| Tiles                            | A set?       | Why                                                  |
|----------------------------------|--------------|------------------------------------------------------|
| Red 7, blue 7, black 7           | Yes, a group | Same number, 3 different colors                      |
| Red 7, blue 7, orange 7, black 7 | Yes, a group | All 4 colors                                         |
| Red 7, red 7, blue 7             | No           | A group cannot repeat a color                        |
| Blue 11, 12, 13                  | Yes, a run   | Numbers in a row, one color                          |
| Blue 12, 13, 1                   | No           | A 1 cannot follow a 13                               |
| Red 3, red 4, blue 5             | No           | A run must be all one color                          |
| Orange 4, orange 5, joker        | Yes, a run   | The joker stands in for the orange 6 or the orange 3 |
| Black 8, black 9                 | No           | A set needs at least 3 tiles                         |

## Scoring

### What each tile left on a rack costs

| Tile          | Points                 |
|---------------|------------------------|
| Numbered tile | The number on the tile |
| Joker         | 30                     |

### How a round is scored

| How the round ended                    | Each other player scores                                      | The winner scores                              |
|----------------------------------------|---------------------------------------------------------------|------------------------------------------------|
| A player emptied their rack            | Minus the value of the tiles on their own rack                | Plus the total of everyone else's minus points |
| The pool ran out and nobody could play | Minus the difference between their rack and the winner's rack | Plus the total of everyone else's minus points |

**Play the number of rounds you agreed on. Whoever won the most rounds wins the game. If players tie, the highest total score wins.**



[familygamerules.com/rummikub](https://familygamerules.com/rummikub) has rule questions, other ways to play and a scorekeeper. Free to print and share.

Checked against Rummikub's official site and Wikipedia, October 2026.

RUMMIKUB is a trademark of M&M Ventures (2014) Limited. This site is not affiliated with or endorsed by M&M Ventures (2014) Limited.