

HUGO KASTNER RECOMMENDS

# RUMMIKUB

BOARD GAME VARIANT OF A CARD GAME CLASSIC



Dear Reader! The immense popularity of „Rummy“ („Rommé“), the card game on which the game named in our title is based, surely comes from its multilayered and complex qualities. „Rummy“ is easy to learn and therefore very suitable for a family game, and each game does not take too long. The origin of this game goes back to approximately 1920, albeit there being some obvious predecessors: For instance, the Mexican „Conquian“ (span. Con quién, eng. With whom?), or the „Rum-Poker“ or the Chinese „Mah-jong“. At the middle of 20th century „Rummy“ probably was the most widely prevalent card game of all, albeit in countless, impossibly to survey variants. The name probably goes back to the English word „rum“ which means Rum. Another theory states that the old English meaning of fancy, eccentric or queer was the godfather for the name. That the idea of forming sets that you announce was not fully explored yet even in the second half of the 20th century, is proven by the sweeping success of the derivate «Rummikub», featuring tiles, in Germany, which was elected „Game of the Year“ in Germany in 1980 by the German Jury. [Source: Kastner/Folkvord: Die große Humboldt Enzyklopädie der Kartenspiele. Humboldt, Baden-Baden 2005] Ephraim Hertzano, the designer of the tile version, was, according to his own statement, practically forced to design this world-wide success when during the Forties card games were outlawed in this home country of Romania. The first edition of this neo-classic appeared with three rules that all had their fans, if you are more of a card shark or a tile placer, in the Austrian Games Museum in Leopoldsdorf you will find congenial and tactically versed partners for each version.

Website: [www.spielen.at](http://www.spielen.at)

The light of my lamp today wants to illuminate yet another exceedingly challenging version out of the great Sid Sackson's bag of tricks. SETUP: Each player (regardless if twp, three or four are playing) is dealt 10 tiles which are set up on the classy racks. AIM OF THE GAME I, to lay out the tiles in sets or add to sets = make an

announcement. GAME PLAY: Straight into Sid Sackson's Version: In his turn the active player can pick up – one by one – up to three tiles from the face-down pool on the table. Furthermore, he can use up to four tiles in announcements. There is only one restriction: You may only make an announcement after picking up the first or second tile and your turn ends if you make an announcement. Announcements are made as usual in sets (that is, for instance 3-3-3 in different colors) or sequences (for instance 6-7-8 of the same color), whereby the 1 (that is, the ace) can also take on the value of 14. If a set or sequence is already on the table, you can any number of tiles to it, regardless of who made the original announcement. Each single stone added counts as one announcement. And now comes the absolutely malicious element of the Sackson variant: To make your own announcement possible you may relocate all open tiles on the table – including those of your opponents – and rearrange them any way you like, but they must all be used again at the end to form sets or sequences. For instance: (1) On the table are 5-6-7, your hand: 4-8-9 – Announcement: 4-5-6-7-8-9. (2) Table: 8-9-10-11-12, Hand: 10, Announcement: 8-9-10, 10-11-12. (3) Table: 12-13-1(=14), 1-2-3, Hand: 11, 4, 1 – Announcement: 1-1-1, 11-12-13, 2-3-4. If you use a joker, you must (when there could be doubt) announce which value it represents. When a joker is relocated it must keep this value. If you have a tile that equals the joker you can exchange the joker (this is considered to be an announcement) and use the joker to represent any other tile. SCORING: The round ends as soon as one player has announced all tiles from his rack. All tiles that remain on the racks of other players are negative points for their owners, according to their value, a joker scores -15. I do recommend four rounds in case of two or four players or sex rounds when three are playing. SPECIAL RULES: (1) You can ask other players for their remaining number of tiles anytime. (2) The time you can take for a turn can be limited by

## TIP #70

Designer: Ephraim Hertzano

Price: ca. 20 Euro

Year: ca. 1980 (Original)

Publisher: Intelli/Jumbo/Piatnik

[www.piatnik.com](http://www.piatnik.com)

PLAYER  
2-4

AGE  
8+

TIME  
60+

● Strategy/Tactic ● Info+ ● Chance

A solid ability to memorize tiles, a quick take-up and a pinch of luck, that is the mixture that you will need to turn into a successful Rummikub player, especially if you want to play the way that I have recommended here.

### Hugos EXPERTTIP

I can only urge you to try out the version that the Grand Old Man of Games, Sid Sackson, has recommended in his classic Book „A Gamut of Games“ (dt. Spiele anders als andere) he called „Royal Rummy“. The lure of the game is noticeably higher. – In the lamplight of the ruminations offered by the author of this „Highlight“ you can pick up the corner stones of the rules immediately and integrate them into your game on the spot.

### Hugos FLASHLIGHT

With Sid Sackson's ideas „Rummikub“ allows an enormously increased number of combinations for every single player in the game. Therefore the better player will be successful much oftener than the one favored by luck for the moment. Sid Sackson's name alone is a guarantee for quality, even in an evergreen as regards to rules, which achieved worldwide success in the shape of a tile game.

### PUERTO RICO

Journey to new worlds in games

using a timer or a sandglass. (3) When a player cannot rearrange the lay-out he did change into sets and sequences in the available time-span he must take up the surplus tiles and also draw two penalty tiles from stock.

Comments to: [Hugo.Kastner@spielen.at](mailto:Hugo.Kastner@spielen.at)

Homepage: [www.hugo-kastner.at](http://www.hugo-kastner.at)



## IMPRESSUM

**Offenlegung nach dem Mediengesetz:** Medieninhaber, Eigentümer, Verleger und Hersteller: Verein „Österreichisches Spiele Museum“, vertreten durch Obfrau Dipl. Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Telefon 02216-7000, Fax 02216-7000-3, mail-to: [office@spielen.at](mailto:office@spielen.at), Internet: [www.spielejournal.at](http://www.spielejournal.at) - [www.gamesjournal.at](http://www.gamesjournal.at) - Chefredakteur: **Dipl. Ing. Dagmar de Cassan**

**Blattlinie:** Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Dauer der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-, Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen/Artikel zu den Spielen sind von Dagmar de Cassan) English Edition Version 1.0

Copyright (c) 2011 by Spielen in Österreich - Die Spiele Collection, Spiele Kreis Wien, Österreichisches Spielefest, Spielefest, Wiener Spiele Akademie, Spiel der Spiele und zwei Spiele-Symbole sind eingetragene Warenzeichen.

**Ihre Email-Adresse:** Wir versenden oft an unsere Mitglieder, Abonnenten und Interessenten eine Erinnerung für Termine und sonstige Infos. Wenn Sie noch nie eine Email von uns erhalten haben, fehlt uns Ihre Email!

ÖFFENTLICHES MEDIUM  
Dieses Medium liest der  
»OBSERVER«  
Österreichs größter Medienbeobachter  
Tel.: (01) 213 22 0