

RUMMY 3

Objective

Be the first to play all of the tiles in your hand by forming sets and runs on the table.

- A **set** is a group of either three or four tiles of the same number in different colors.
- A **run** is a group of three or more consecutive numbered tiles all of the same color.

Setup

Deal **fourteen** tiles to each player and begin play.

How to Play

A player's turn begins by laying down any tiles that constitute either a set, run, or add to an existing group.

***Note:** Each player must first play one or more groups worth at least 30 points that do not use tiles already on the table. Subsequent turns do not have this stipulation.*

If a player cannot play any tiles (or chooses not to), they must end their turn by drawing a tile. Play passes clockwise to the next player.

There are a number of strategies a player can use to play as many tiles on their turn as possible:

- Add one or more tiles to groups on the table.
- Remove a tile from the end of a group to form a new one with tiles from your hand.
- Add a fourth tile to a run and remove one from the other end to form a new group.
- Split a run and add to the two groups formed.
- Split multiple groups to form new runs or sets.
- Move the joker tile to form a new group by replacing it with the tile it was taking the place of.

Winning

The game ends when a player lays down the last tile from their hand.