

For 2 to 4 Players
Ages 4 and up



Kids' Edition Rummikub®



Rules

Object:

Be the first player to use all the tiles that are on your rack.

Contents:

40 character/number tiles, 2 Joker tiles (the Fairy Godmother and the Cheshire Cat), 4 racks.

Introduction:

There are three different ways to play the Kids' Edition Disney Rummikub game, depending on your skill level. It's a good idea to spend some time getting to know the game tiles and understand how different "sets" of tiles are made before playing.

Numbers, Disney Characters and Colors

Rummikub game tiles come in 4 different color sets: red, blue, purple and green. Each set contains the numbers 1 through 10 and there's a different Disney character for each number (For instance, Mickey is on all the 1s and Minnie is on the 2s.).



On the bottom corners of tiles 2 through 10 are two small black shapes (tile 1 has only one shape). When the tiles are placed in order from smallest number to the highest number, the shapes line up in pairs. This is how you can tell that the set you have made is a good set.



VALID SET



INVALID SET

If your child is still learning to count and identify the numbers 1-10, Kids' Edition Disney Rummikub provides the perfect learning opportunity. Together with your child, select a single color set (red, blue, purple or green), mix up the game tiles, and arrange the different numbered tiles in a row from 1 to 10.

Now count along with your child by pointing to each tile in order from left to right, and help him/her learn the different Disney characters. Take extra time during this stage so that your child will be well prepared to play the game.

There are two different ways to form a set:

RUN:



A series of consecutive ascending numbers, all in the same color (smallest to the left, largest number to the right).

Practice forming runs with your child by picking a numbered tile and asking him/her which number, of the same color, can join it. Place the two tiles side by side to make sure that the black shapes at the bottom of the tile match up. Gradually form longer and longer runs with your child.

GROUP:

A series of tiles of the same number and character but in different colors.

Practicing forming groups is also a fun challenge. Spread all the game tiles on a table and together try to find a group, (example, all of the Tiggers that have the number 4 on them, all of the Winnie the Poohs that have the number 3 on them). When your child knows all of his/her numbers, characters and colors, it's time to play the game!



BEGINNER GAME

Object:

Be the first player to use up all your tiles by making your own sets or by adding on to other players' sets.

Set Up:

Remove the two joker tiles— the Fairy Godmother and the Cheshire Cat—since they aren't needed for this game. Place the rest of the tiles, face down, in the box and mix them. Each player takes 7 tiles and places them on his/her rack so the other players can't see them. The tiles that are left in the box form the draw pile.

Playing:

The youngest player takes the first turn, then play moves to the left.

On your first turn check to see if you have a pair already on your rack. If you do, place this pair in the center of the table. During the game you can use tiles from your rack to build on sets that are on the table.

If a player can't make a set or a run, he/she picks a tile from the box and this ends their turn. Players cannot split up sets that are already on the table, but they can build on them. If the tiles in the pool run out, each player takes a final turn and the game ends.

Ending the game:

The first player to have no tiles left on his/her rack wins. If none of the players were able to use up all of their tiles, the player with the fewest tiles left is the winner.

INTERMEDIATE GAME

This game is played the same as the beginner game but introduces the two jokers, adding an extra level of challenge and fun. Add the Cheshire Cat and the Fairy Godmother to all the other tiles in the box and set up the game as before.

Either of these tiles can take the place of ANY numbered tile of ANY color. If you are missing one tile in order to complete your set and you have a joker tile, that's the perfect time to use it.

Once a joker tile is placed on the table, each player can use it in turn, provided that they replace it with the numbered tile that it stands for (both color and number).



GROUP



RUN



ADVANCED GAME

If you made it this far...good for you!

In this game a set that you lay down must be made of at least THREE tiles, so a pair of tiles alone will no longer be accepted. This is the final step before you can play the original Rummikub family edition.

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Or call our customer service line at 1-800-800-0298 from 10:00 am EST to 4:00 pm EST Monday through Friday except on holidays.

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