

# Game for 3 Players

## RESET

Logical thought is well rewarded, but a bit of luck is helpful, in this game involving the placing and recombining of sets of cards, tiles, or other numbered items.

### Equipment

Two decks of regular playing cards plus two jokers, or tiles such as those from a Rummikub® or Rummy O® game, for a total of 106. Tiles, if available, are generally preferred. If tiles are used, an opaque bag (paper will do, cloth is better) makes a convenient reservoir.

### Object

Be the first to get rid of all your tiles/cards by forming and re-forming sets on the playing surface.

### Players

Three or more, individually. ReSet works best with three players, but any number can play if they are patient enough. For two players, see special rules below.

### To Begin

If there are two or three players, each takes 15 tiles (or is dealt 15 cards). [Note: From this point on these instructions will refer to "tiles" to mean either tiles or cards.] For four players, each gets 13 tiles, for five or six players, each gets 10 tiles. The remaining tiles are kept in an opaque bag. If cards are used, the remaining ones are loosely spread, face down, to enable choice of draw.

So that opposing players cannot see them, tiles may be held in the racks provided with their game of origin; cards may be held in the hand. But, being as there is scant advantage to knowing what your opponents hold, players may find it easier to just arrange all or most of their tiles or cards on the table in front of them.

### The Play

If the first player (chosen randomly) can place a set (this is called the starter set) from his

hand onto the table, he must do so. He may or may not choose to play one or more other sets.

There are two types of sets allowed: either a straight flush (a numerical sequence of three or more of the same color/suit) or a group of three or four of the same rank, all of different colors/suits (three twelves, four kings, etc.).

A joker may be substituted for any tile. The 1 or ace, may be used prior to a 2 or after a 13, but not both ways in the same set. Thus, the series 1,2,3,4,5 and the series 12,13,1 (queen, king, ace) are allowed, but not 13,1,2.

If the first player cannot place a starter set play passes (to the left) from player to player until someone can. If no player can make a starter set, all players draw one tile, and the play goes around again. This process is repeated until someone can make the starter set. Whenever a starter set is placed that player may place other sets on the table or end his turn. Ensuing players must either add to an existing set or sets, make a set or sets of their own, or draw one tile. Note: If only two are playing, two tiles are drawn and one is discarded (placed back in the bag or pile).

A player is not allowed to draw a tile in order to refrain from playing a joker.

Tiles may be added to the table in standalone sets or singly as additions to existing sets, or by splitting and recombining sets to allow the addition of one or more tiles from the player's hand. At the end of a player's turn, all combinations on the table must be in legal sets of three-or-more tiles.

Example 1: To add a 4 to this existing set (assuming all are the same color)

2	3	4	5	6
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First separate the sequence

2	3	■	4	5	6
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Then add the 4 to the first part.

2	3	4	■	4	5	6
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Note that this would not work to add a 5 because the remaining 5 and 6 are not a proper set.

Example 2: To add an 8 to these sets



Move the proper color 7 from the group to the run



Then add the 8.



Example 3: In the above example, once the 8 has been added, the 5 might be removed for combining with another 5 and a joker from the player's hand to create a new set.



A joker may be removed from a set by replacing it with a tile of value equal to the position held by the joker. A joker so removed must be used as part of a set during the same turn.

Players have two minutes (or some other agreed upon time) to complete their play. If players begin manipulating sets and have not completed their moves within the allotted time, they must return the table to their starting point and draw three tiles as a penalty. When performing a multi-step combination, it may be helpful to place new tiles at right angles to existing sets until all moves have been completed.

### Winning

The player who first plays all tiles wins the round. If there are three or more players, play one round for each player, giving each player a chance to go first. For two players, play four or two rounds. At the end of each round, players' scores are equal to the number of tiles remaining in their hand. At the end of the game, the player with the lowest total score wins. The numbers on the tiles are not counted in the scoring.

### Variations

Some play that jokers freeze the set so that no tile may be added or taken away from a set with a joker until that joker has been replaced.

The official Rummikub® rules, give each player a minus score equal to the total of the numbers on the tiles left in that player's hand; and then give the winner a positive score equal to the total of all other player's scores. But suppose there are three players (X, Y, & Z) and player X goes out first leaving player Y with one tile having one point, and player Z with seven tiles totaling 48 points. The score would be 49 points for player X, leaving player Y – who was only a single tile behind – down 50 points from X. It is hard to see the reason for such an unfair system.

Also in Rummikub® rules, a meld whose tiles add up to 30 or more is required of each player before that player can make a play. This introduces an unnecessary and unwelcome element of luck into the game. ■

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