PackKub
Adapted for the piecepack by Mark A. Biggar

2-6 players, 30-60 min.
Version 1.1, August 2004
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Required Equipment
One set of piecepack tiles per player in the game. The other pieces are not used.

Introduction
This game is a loose adaptation of the game RummiKub to the piecepack.

Setup
Shuffle all the tiles face-down to form the draw pile. Deal four tiles face-down to each player. Stack the rest, with out exposing them to the players, in several stacks and place the stacks within easy reach of all players. Agree on the number of scoring rounds to play; four to six works well. Choose a starting player by any agreed upon method. The players may want to use a thick book or other similar item to stand their tiles against, instead of holding them in their hands. A player's hand of tiles is secret and should not be exposed to the other players.

Player Turns
The goal of each round is to empty your hand by making melds to the table. On each player's turn, the player must either make one or more melds to the table or draw a tile from the draw pile and add it to his hand. When one player has emptied his hand (by making melds), the round is over and is scored.

Melds
The legal melds are similar to those in various rummy card games (E.g., Gin). A meld on the table always consists of at least three tiles. There are two types of melds: sets and sequences. A set meld consists of three or more tiles that all have the same value but are all of different suits.   A sequence meld consists of three or more tiles that all have the same suit, but are of consecutive values (ordered from null to 5) with no gaps. For example: 3 of suns, 3 of crowns and 3 of moons is a set meld, while 2 of suns, 3 of suns and 4 of suns is a sequence meld.

There are two ways to make a meld. If a player's hand contains a complete legal meld, then the player may play the whole meld to the table. Note that the first meld that each player makes during a round must be such a complete meld from his hand. After a player has 'opened' by making a complete meld, that player can make any subsequent melds as either a complete meld or a partial meld. A partial meld is made by playing one of more tiles from the player's hand to the

table and either adding those tiles to melds already on the table or re-arranging those tiles and any or all melds on the table into a collection of new legal melds. When re-arranging the melds on the table, at least one of the new melds must contain at least one of the tiles that were played from the hand. For example, suppose the meld: 3 of suns, 3 of moons and 3 of crowns was already on the table and your hand contains the 3 of arms, the 2 of suns and the 4 of suns. Then you could play all three tiles to the table and re-arrange all six tiles to form the meld 3 of moons, 3 of arms, and 3 of crowns and the meld 2 of suns, 3 of suns, and 4 of suns.

Scoring and Winning
After each round is over (by a player emptying his hand), the round is scored. Each player scores the number of tiles left in his hand. After the agreed number of rounds is played and scored, the player with the lowest total score over all the rounds is the winner.

Variant
An interesting variant for two players is to play with the tiles from a "Six Pack". This is using the tiles of the suns and moons suits from a standard piecepack along with the tiles of the four suits from the Mesomorph Playing Card expansion set. A similar variant for 3 or 4 players uses a double "Six Pack", with the additional rule that all of the tiles in a set meld must be different suits.

Design Notes
1. Rummikub has over 100 tiles, so I made this game use one set of piecepack tiles per player.
2. The scoring system is simpler.
3. No wild tile is used. Of course, if you have a joker tile in your piecepack set, feel free to throw it in and use it as a wild tile.

History
20040603   mab   1.0   first version
20040801   mab   1.1   cleanup and added design notes

Thank you for playing my game. Please report rules problems or variant suggestions to mark@biggar.org.