

Rummikub Investo

A tactical Rummikub variant for 2 players

In **Investo**, the game is all about investing wisely.

During the game, you place tiles in a shared **pot**. As soon as there is a complete row of four tiles, an **Investo**.

You can take it later to score points - but only if you can immediately use it on the table.

That makes Investo a game of timing, risk-taking and thinking ahead:

do you play tiles right away, or invest in the pot first to score points later?

Aim of the game

Try to be the first to reach **20 points or more**.

You score points by taking Investos from the pot.

But watch out: tiles still on your rack at the end of a round count as penalty points.

And tiles in your reserve score points for your opponent.

Key terms

Run: an ascending sequence of at least three tiles of the same color (for example blue 7-8-9)

Pot: four rows on the table, each starting with one face-down base tile

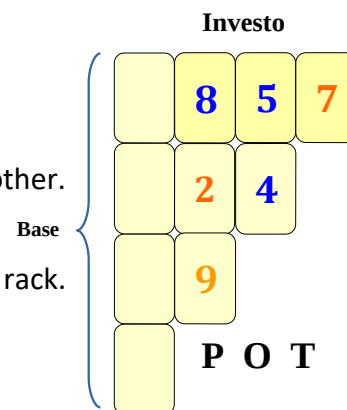
Base tile: the first, face-down tile in a row in the pot

Investo: a row with three face-up tiles next to the base tile

Reserve: face-up tiles that you place in front of you if you have more than 10 tiles at the end of your turn

Setup

- Remove the jokers from the game.
- Shuffle all remaining tiles and make face-down piles: the stock.
- Place four face-down tiles between the players, one below the other. These are the base tiles of the pot.
- Each player takes 10 tiles from the stock and puts them on their rack.
- Deal the jokers face down. Whoever gets the red joker starts. After that, the jokers play no further role.



Turn sequence

A turn consists of up to four steps:

1. Take a tile
2. Optionally take an Investo from the pot
3. Play tiles on the table - new run or extend a run
4. Place one tile in the pot

You normally always do step 1 and step 4.

If you do step 2, step 3 always follows.

Step 1. Take a tile

Take:

- either one tile from the stock,
- or one tile from your opponent's reserve.

Step 2 - Take an Investo from the pot

You may take a complete Investo from the pot.

Condition

At least **one of the three face-up tiles** from that Investo must be playable directly on the table in step 3:

- in a new run, or
- as an extension tile for an existing run.

How it works

- Take the four tiles of the Investo from the pot.
- Set aside the tile or tiles you will use in step 3.
- Put the other tiles on your rack.

Score

A taken Investo is worth **1 point per single tile**.

- The face-down base tile is also worth 1 point.
- Doubled tiles are worth no points.

New base tile

Immediately place a new face-down tile from the stock where the removed base tile was.

When doubling

If two tiles are stacked, the bottom tile goes to the other player.

Step 3. Play tiles on the table

In this step you may:

- play a new run,
- extend existing runs,
- rearrange runs, just as in normal Rummikub.

You may also do step 3 without first doing step 2.

Then you only use tiles that were already on your rack.

After moving or rearranging tiles, valid runs must always remain on the table.

If that fails, you lose the points you have scored so far in that round.

Step 4 - Place one tile in the pot

As long as there is room in the pot, at the end of your turn place **one face-up tile** from your rack in the pot.

Do this:

- next to a base tile, or
- next to a tile already placed in that row.

As soon as three face-up tiles lie next to a base tile, that row becomes an **Investo**.

On a later turn, a player may take it via step 2.

Doubling

Instead of placing a tile next to a row, in step 4 you may also **double**.

To do so, place a tile:

- on top of a previously played face-up tile,
- with the same value,
- but in a different color.

Example: **yellow 4 on blue 4**.

After doubling, immediately take **one tile from the stock**.

Doubling lowers the value of an Investo, because doubled tiles are worth no points.

When the pot is full

When all four rows of the pot contain an Investo, the pot is full.

From that moment on, you can only carry out step 4 by **doubling**.

If you cannot or do not want to double and you have more than 10 tiles on your rack, step 4 is skipped.

Then place the excess tiles in your reserve.

The ten-tile rule and the reserve

At the end of your turn, you may have no more than **10 tiles** on your rack.

If you have more, place the excess face up in front of you in your reserve.

If after your turn you have fewer than 10 tiles on your rack and there are still tiles in your reserve, you must take them back onto your rack, up to a maximum of 10 tiles.

In step 1 your opponent may take a tile from your reserve instead of a tile from the stock.

After a round, your opponent gets **1 point for each tile** still in your reserve.

End of a round

A round ends:

- when one of the players has no tiles left, or
- when the stock is empty.

If the stock is empty, the player who took the last tile finishes their turn.

Then points are calculated:

- each tile still on your rack is worth **1 penalty point**;
- each tile still in your reserve gives your opponent **1 point**.

Winner

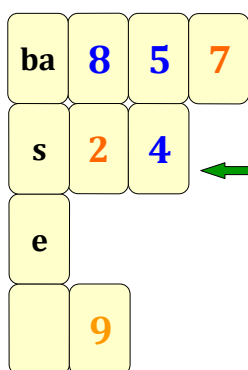
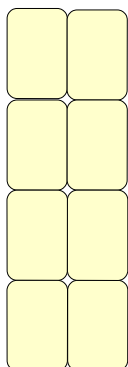
The player who has **20 points or more** after a round wins the game.

If both players have more than 20 points, the player with the most points wins.

If tied, play a deciding round.

The tiles on the table - Investo - Doubling

Stock



Investo

After the 3rd tile has been added, a later player may take this row of four tiles onto their rack. Score: 4 points.

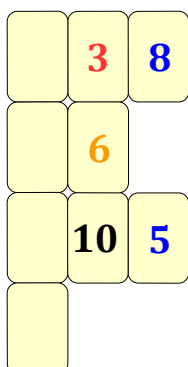
Condition: the 8, 5, or 7 must be played on the table during **step 3**.

Doubling

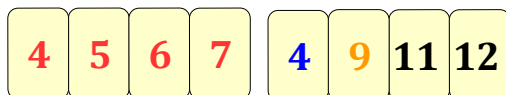
Place a red, yellow, or black 4 **on** the blue 4. Then take one tile from the stock.

Investing in the pot

Pot



Player A has on their rack:



Player A can play the red run directly on the table. The rack will be a lot emptier, but Player A scores no points for that.

SO:

Player A 'invests' in the pot by placing the red 7 next to the blue 5.

There is now an Investo. Player A may take these four tiles on a later turn.

This scores Player A four points (1 point per tile).

The red run 5-6-7 is played on the table. Three tiles gone and 4 points scored!

Player A keeps the red 4 in hand because there is a red 3 in the 1st row of the pot.

When this row has become an Investo, with that 4 from the rack he can add the red 3 to the run 5-6-7.

BUT:

Player B suspects that Player A needs the red 7 for a new run. It could be a bluff, but well..... better safe than sorry. So Player B doubles the red 7 by placing the blue 7 on it and thinks this has made the investment of the red 7 a waste.

AND YET:

Player A had another iron in the fire: the black 10!

Now the Investo can still be taken, because this 10 can be used to play the black run 10-11-12 on the table.

The score for Player A is lower now: 3 points, because the doubled 7 is worth no points.

A small note on this 'success story': if Player B also has a blue 6 in addition to a blue 7, it will not work out for Player A. Because then Player B, after adding the red 7, takes the Investo from the pot and the blue run 5-6-7 is placed on the table. Investing is risky in Investo too.