

EQUIPMENT

Nmbrs! includes 104 playing cards colored red, green, blue and orange: 100 cards numbered 1 to 100 plus 4 jokers with the text "nmbrs!". The number cards have a value of 1, 2 or 3 points; this value is circled on the card. The jokers have the value 0.

THE OBJECT OF THE GAME

The object of the game is to put all your cards in sequences of 3 or more cards on the table, scoring as many points as possible. The player who first reaches the total score of 100 points is the winner of the game.

WHAT IS A SEQUENCE?

A sequence consists of 3 or more cards of which the numbers form a logical series with an arithmetic connection. There is only 1 condition: you always have to end up at 0 or 1 when you count the series backwards.

Examples of valid sequences:

- 9 – 12 – 15 (multiples of 3)
- 77 – 88 – 99 (multiples of 11)
- 25 – 36 – 49 (squares)
- 13 – 19 – 25 (adding 6, beginning at 1)
- 8 – 16 – 32 (the power of 2)

Examples of invalid sequences:

- 15 – 25 – 35 (counting back, the sequence doesn't begin at 0 or 1)
- 9 – 19 – 29 (counting back, the sequence doesn't begin at 0 or 1)

Jokers are wild-cards.

DEALING THE CARDS

The game, which has one or more rounds, can be played with 2 to 8 players. Before dealing the first round, all players draw a card: the one who draws the highest number starts the game. Each subsequent round, the player who won the previous round starts. The turns continue in a clockwise direction.

At the beginning of each round, all the cards are shuffled and dealt:

- for 2 players: deal 9 cards each
- for 3 or more players: deal 7 cards each

The remaining cards in the deck are placed face down in the center of the table. Then turn over the top card and place it face up beside this deck.

A PLAYER'S TURN: PLACING SEQUENCES

To begin your turn, take the top card from either the face up or the face down deck. If you have a valid sequence, you may play it now if you wish.

Once you have played a complete sequence, then in this or any subsequent turn you may add cards to existing sequences in the following ways:

- You may place a card at the beginning or the end of a sequence. For example, if a sequence 21-24-27 has been played, you then could play an 18 or a 30 onto this sequence.
- You may also place cards crosswise onto a sequence creating a new sequence. For example, on a sequence 21-24-27 you could add the cards 16 and 20 to the 24 to create the new sequence 16-20-24. Of course the new sequence must consist of at least 3 cards!

- The third way you may add cards is to insert cards into an existing sequence. If you have the cards 15 and 25, then you may insert them into the sequence 10-20-30 to create the new sequence 10-15-20-25-30. Of course the new sequence must end up at 0 or 1 when you count the series backwards.
- The final way is to use cards to link existing sequences. For example, you may link the sequences 22-23-24 and 32-34-36 by adding the 28 between the 24 and 32 to create the sequence 24-28-32.

Whether you have played a complete sequence or not, you may, during your turn, replace a joker on the table with the number which it represents. However, this doesn't count as creating a sequence.

Each turn ends by discarding a card on the face up deck. Even if you can play all your cards in sequences, you must discard your last card on the face up deck.

If, at the beginning of a turn, you take the last card of the face down deck, the new face down deck is created with the cards of the face up deck. These cards must first be shuffled. The card that you discard at the end of your turn is the first card of the new face up deck.

RECORDING THE SCORE

Each player starts the game with a total of 50 points. Each time you create or add to a sequence, you immediately calculate the score based on the values of the cards you played. This score is recorded on your score card and the new total is calculated. Don't wait until the end of your turn to record your scores!

Rules for counting the score:

- The values (0, 1, 2 or 3) of the cards that you have played are added up.
- The cards already on the table are not added to your score!
- The values of the cards you have played are doubled in the following situations:
 - All the cards in the sequence are a different color.
 - All the cards in the sequence are the same color.
 - All the cards in the sequence have a different value 0, 1, 2 or 3 (the order is not important).
 - All the cards in the sequence have the same value.

If a combination of these situations occurs, the values are tripled: for example, if you play a sequence of cards with the same value and with different colors. These rules apply to the cards of new sequences you play and to the cards that you add to existing sequences.

- Exception: if you replace a joker, the value of the number card is not counted.

When you play your last card, the round is over, and you are the winner of the round. The other players subtract the total value of the cards they still have in their hand from their own total. If none of the players has 100 points, another round is played. Players with a total of 0 are eliminated from the game.

The player who, at the end of a round, has a total score of 100 or more is the winner of the game. If more than one player has reached 100 points, the one with the highest score is the winner.

For further information about the rules, go to www.nmbrs.info.

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