

Rules of the game nmbrs! blocks edition



Contents and aim of nmbrs! blocks

Nmbrs! Is made up of 100 wooden blocks numbered 1-100 as well as 4 jokers.

nmbrs! can be played with 2 to 6 players. A number of rounds are played and the players agree on this number before the game starts.

The aim of the game is to put down logical sequences of numbers so that you can be the first to get rid of your blocks. The other players are given penalty points for the number of blocks they have left over. The player with the lowest number of penalty points after the agreed number of rounds is the winner of nmbrs!

The 6 rules of nmbrs!

1. Starting the game.

Put all the blocks into the bag or place them face down on the table – this is called the 'pot'.

For the first round, all the players pick up a block from the pot; the person with the highest number starts the game. The winner of the previous round starts the next round.

All the players start by picking up 7 blocks from the pot (if there are only two players, they take 9 blocks). Put the blocks upright in front of you on the table so that the other players can't see them.

Each person has a turn going clockwise around the table.

2. When it's your turn: putting down sequences of numbers.

You have to try and create logical sequences of numbers. Sequences must always consist of 3 or more blocks. You can see examples in figure 1.

At the beginning of each turn, you must always take 2 blocks from the pot first. Exception: you don't pick up these 2 blocks if you have picked up a block discarded by the previous player as well as 1 block from the pot – see rule 5.

If you can make a sequence afterwards with your blocks, you can put these down on the table.

3. During your go: adding blocks to other sequences of blocks.

Once you have put down a sequence of blocks, you can add blocks to other sequences that are already on the table. To do this you have four different possibilities:

- You can add blocks before or after a sequence. See figure 5: in this example the blocks 4 or 20 have been added.
- You can insert blocks into an existing sequence. See figure 4: the blocks 65 and 75 have been inserted into the sequences.

- You can create a new sequence by adding your blocks to a sequence in a different direction. See figure 2: in this example, a new sequence is created by adding blocks 28 and 32.
- You can link two sequences with one block. See figure 3: with block 25, the two existing sequences are linked up which in turn makes a new sequence.

4. During your turn: exchanging jokers.

If you have put down a sequence of blocks, you can exchange any jokers that are on the table. If a joker represents the number 35, you can exchange your number 35 for the joker.

You must put down the joker you have picked up in the same turn: you can make a new sequence with the joker, or add the joker to an existing sequence.

5. The end of your turn.

At the end of your turn you must always choose one of your blocks to discard.

Place the block you want to discard on the table and state the number on the block.

- Players who want this block, must knock on the table as quickly as possible. The first player to knock, gets the block. The player who picks up the block, must also take another block from the pot.
- If nobody wants the block, it must be put away face down next to the game and not mixed up with the blocks in the pot.

Now it's the turn of the next player: see rule 2.

Your last block: if you have been able to put down all your blocks in sequences, you must always have one block left over at the end of your turn to discard. If you can do this, you have won. Move on to rule 6.

6. The end of the round.

When a player has discarded all of his blocks, the other players count up the blocks they have left over: jokers count for 3. Each player adds this number to the total accumulated number of penalty points from the previous rounds.

Now you can start a new round: start with rule 1 again.

When you have played all the rounds, the player with the lowest number of penalty points is the winner.

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Answers to frequently asked questions

- Sequences of numbers must always comprise a minimum of three blocks in all directions.
- You can use your joker for any number between 1 and 100.
- You may start using your joker in the first sequence of numbers that you put down.
- You cannot exchange a joker until you have put down a sequence of numbers yourself first.
- You can add blocks to the sequences of other players.
- You do not have to pick up any new blocks if you have put a sequence of numbers down or have added blocks to other sequences; the aim after all is to get rid of your blocks as speedily as possible.
- Rule 5 states that you must also discard a block if you are unable to put down a block during your turn.

Which sequences are allowed?

In order for sequences to be allowed, the difference between the blocks must be the same: for instance 30 – 40 – 50 or 47 – 67 – 87. Other examples of valid sequences of numbers are shown in figures 1 – 6

However, accumulations are not allowed: for example 13 – 17 – 30 ($13 + 17 = 30$) will not be accepted.

Players can agree between themselves which sequences of numbers are allowed depending on how well players can add up. You can also put down sequences of square numbers, prime numbers, etc.

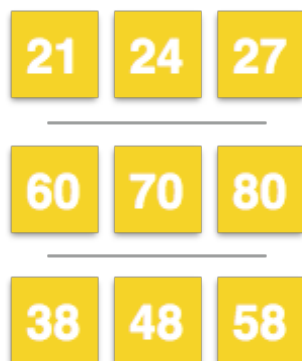


Figure 1. Examples of valid sequences



Figure 2: Adding numbers in a different direction

Simple version for young children: only using blocks 1 - 50

The simple version of nmbrs! can be played with children who cannot yet count very well up to 100. The following rules differ:

- In this game only blocks numbered 1-50 are used plus the 4 jokers.
- At the beginning the players pick up 5 blocks each.
- You can add blocks to existing sequences or exchange the joker, even if you have not yet put down a sequence.
- With rule 5 the youngest child has first choice to pick up a block that is being discarded.
- With rule 5 the last block can simply be added to a sequence on the table.
- With rule 6 the penalty points are not added up: there is a winner for each round.

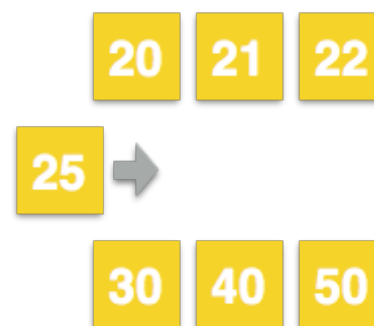


Figure 3. Linking sequences

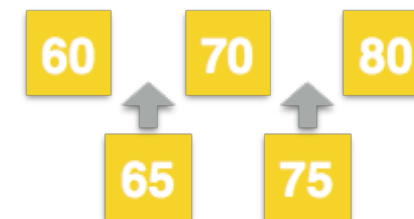


Figure 4. Inserting numbers



Figure 5. Adding numbers