

NUMERO® INSTRUCTIONS

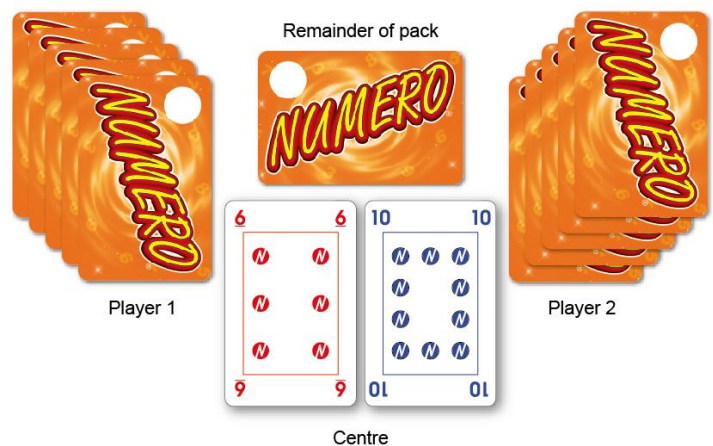
To begin to play Numero®, follow these simple steps:

- Before commencing the game, select only the Number Cards from the pack (all cards 1–15). These are the only cards you use at this stage.
- Ignore the colours and points on some cards.
- For young children, using only Number Cards 1-10 is a successful strategy.
- A deck of playing cards can be used (remove all picture cards)

SET-UP

1. First, deal five cards to each player (ideally played with only two players).
2. Place two cards face up in the centre of the table. **Note:** Although you start with two cards in the centre, the number of cards in the centre will vary during play. At times there will be fewer (sometimes no cards at all) and at other times, more than two.
3. Place the remainder of the deck in the centre of the table (face down).

To start the game



You are now ready to play Numero®, with the non-dealer having the first turn. Players take turns. Each player plays a Number Card from his/her hand, to the centre and must either **take**, **build** or **discard**.

TAKE

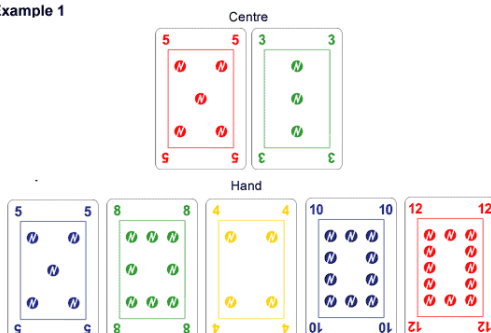
Golden Rule No. 1

Each turn, play only one NUMBER CARD from your hand : a **TAKE**, a **BUILD**, or a **DISCARD**.

A **take** is when a single Number Card from your hand is matched to a card, or combination of cards, equalling the same number in the centre.

The cards in the **take** and the matching card from the hand are then placed face down on the table near the player. This is your 'winning pile' and these cards are counted at the end of the game to determine the winner. The hand is restored to five cards from the deck. It is important to always restore your hand to five cards at the completion of each turn.

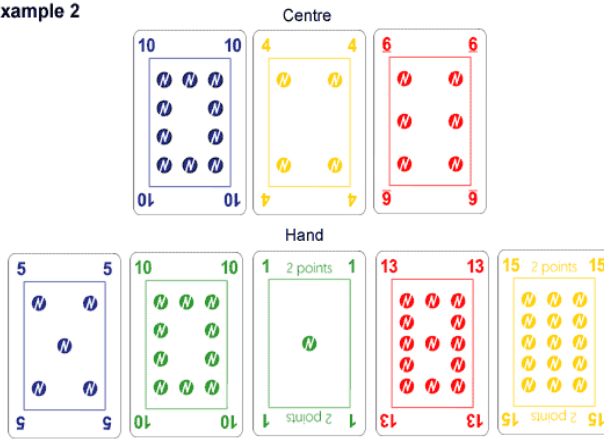
Example 1



Play the 5 from the hand to win the 5 from the centre. However, a better alternative is to add the 5 and 3 in the centre to make 8. Then play the 8 from the hand to win both cards (the 5 and 3 from the centre).

Note: Although you may use only one Number Card from your hand, you may win any cards from the centre that equal, or combine to equal, a single card in your hand.

Example 2



Play the 10 from the hand to win the 10 from the centre. However, a better alternative is to add the 6 and 4 to make 10. Then play the 10 from the hand to win both sets of 10 (the 10 and the 6 and 4 from the centre). This is referred to as a multiple take.

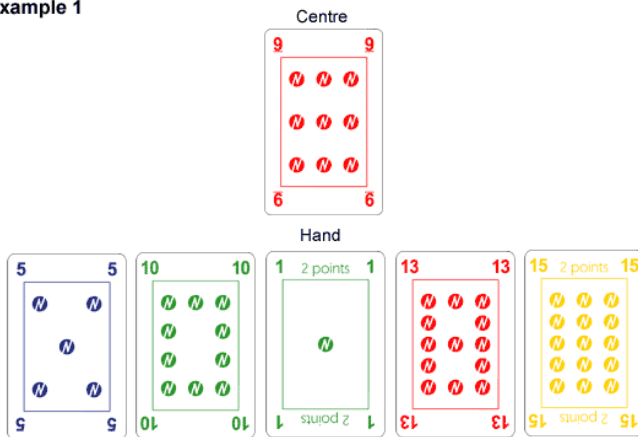
It is not always possible to **take**. If you cannot **take**, you try to **build**. A **build** is when a card from the hand is added to a single card, or combination of cards, from the centre. This creates a new number, ready for a later **take**.

BUILD

Golden Rule No. 2

When you **BUILD**, you **MUST** have the answer in your hand in a **SINGLE** card.

Example 1



Not being able to match the 9 for a **take**, you look to **build**.

Play the 1 from the hand, adding it to the 9, for a **build** of 10 (saying out loud, '9 + 1 = 10').

The **build** of 10 is valid, as you have the answer to the **build** in your hand in a single card. (It is recommended that players show the answer card to their opponent to **prove** the **build** is valid.)

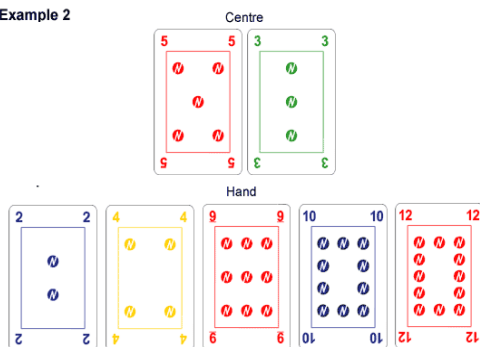
Note: As you can play only one Number Card from your hand each

turn, a **build** finishes your turn. You cannot **take** until your next turn. Restore your hand to five from the pack.

Any player may **take** a **build** if it is his/her turn. A **build** may be added to by any player to make another **build**, provided they have the answer to the new **build** in a single card.

A **build** can never be broken up or separated.

Example 2



Not being able to match the 5, the 3 or a combination of 5 and 3 (8) for a **take**, you look to **build**.

Play the 4 from the hand, adding it to the 5, for a **build** of 9 (saying out loud, '5 + 4 = 9'); or, play the 9 from the hand, adding it to the 3, for a **build** of 12 (saying out loud, '9 + 3 = 12'); or better still, combine the 5 and 3 from the centre to equal 8. Play 4 from the hand to the 8 for a **build** of 12 (saying out loud '5 + 3 = 8, 8 + 4 = 12').

It is not always possible to **take**. If you cannot **take**, you try to **build**. A **build** is when a card from the hand is added to a single card, or combination of cards, from the centre. This creates a new number, ready for a later **take**.

DISCARD

If you cannot **take** or **build**, you must **discard**.

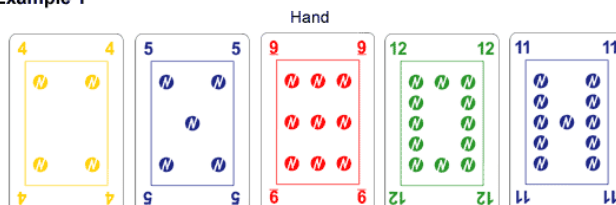
A **discard** is placed as a single card in the centre, not on top of other cards.

Always restore your hand to five cards after every turn.

This is the only way the cards in the centre are replenished (to be used in later **takes** and **builds**).

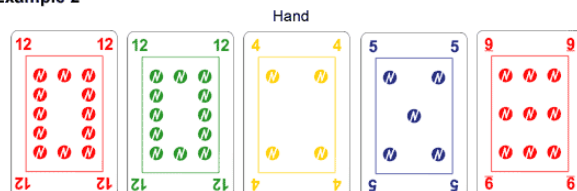
You may **discard** any card from your hand. However, where possible, plan ahead and **discard** a card you could use on your next turn.

Example 1



One of the first things to look for when discarding is a number sentence. With your 4 and 5 adding to 9, you would **discard** the 4 or the 5 (usually the higher of the two numbers you wish to build). If it is still there for your next turn, you could add the other number to it for a **build** of 9, which can be taken in the following turn.

Example 2



The second option for discarding is to look for a matching pair. Having two 12s, you would **discard** one of them.

If it is still there for your next turn, you could **take** with your remaining 12.

If none of the above opportunities present themselves, or if you are in doubt, it is suggested you **discard** a low card.

END OF GAME

When the deck is finished, keep playing until one player is out of cards.

The other player is then given a final chance to play, but only if able to **take**. The game is then over.

Any cards left in the centre are added to the 'winning pile' of the player who did the last **take** of the game.

Any cards left in the final player's hands, means that number of cards are subtracted from that person's 'winning pile'.

All players' 'winning piles' are then counted and the player with the most cards is the winner.

You now know how to play NUMERO®. It is best to develop a good understanding of NUMERO® at this level, before moving to more challenging stages.

When you do proceed to the next level, do so in gradual steps. Learn each level before moving to the next.