

NUMERO

The Three Golden Rules

1. Each turn, play only one **NUMBER CARD** from your hand:
a **TAKE**, a **BUILD** or a **DISCARD**.
2. When you **BUILD**, you **MUST** have the answer in your hand in a **SINGLE** card.
3. A **WILD CARD** played from your hand gives an extra turn.

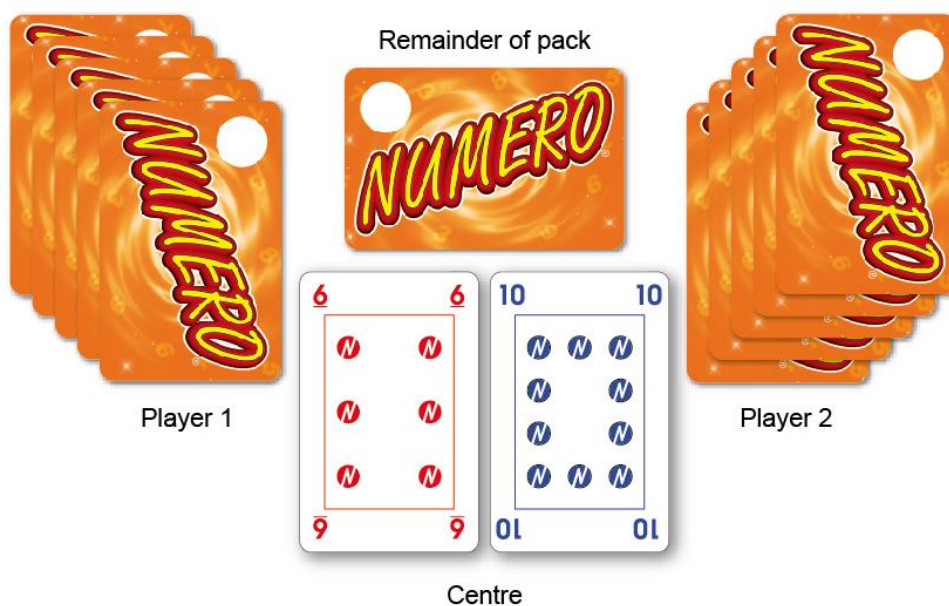
HOW TO PLAY

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

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).

IT SHOULD LOOK LIKE THIS

To start the game



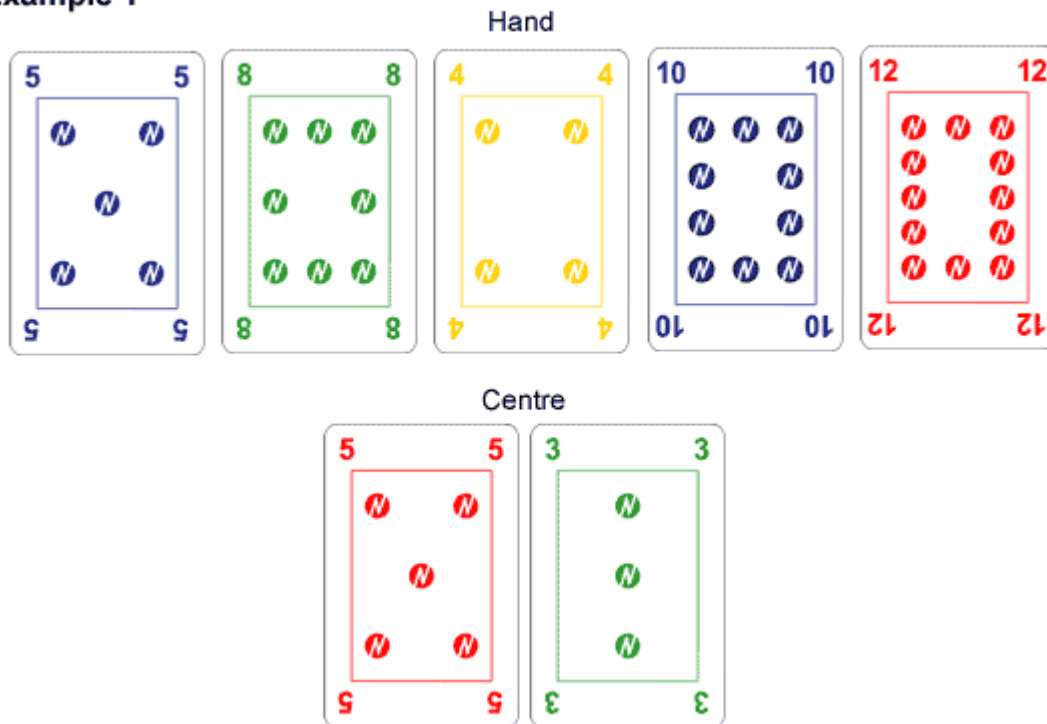
1. You are now ready to play *Numero*[®], with the non-dealer having the first turn. Players take turns. Each player plays a Number Card from his/her hand, to the centre and must either **take**, **build** or **discard**.

A TAKE

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



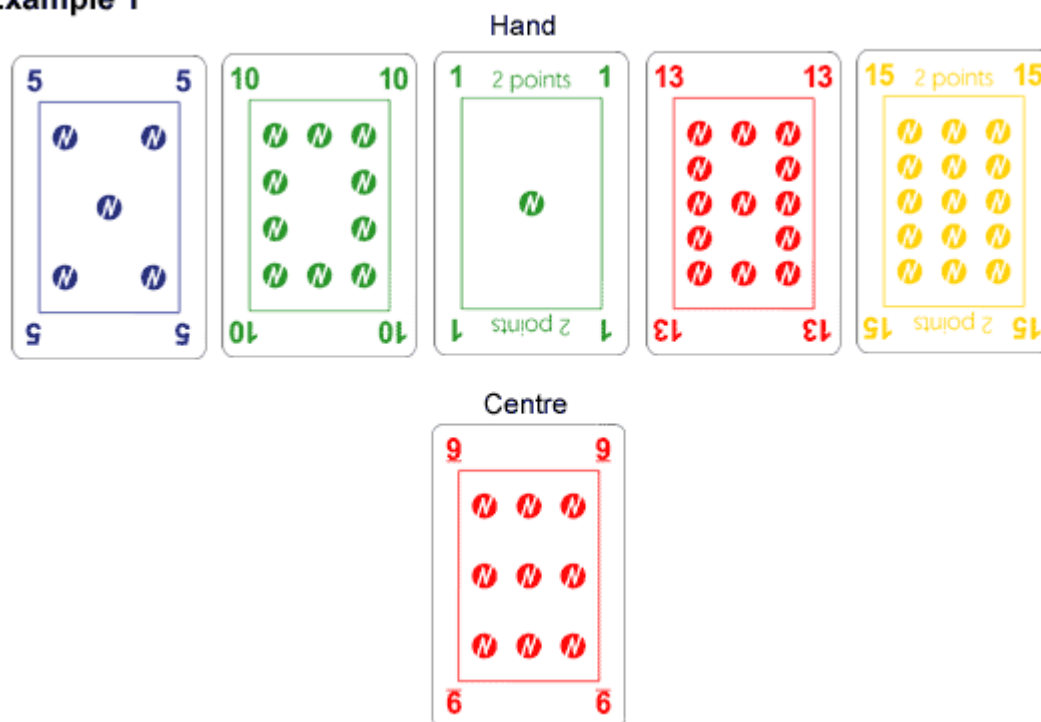
Play the 5 from the hand to win the 5 from the centre. However, a better alternative is to add the 5 and 3 in the centre to make 8. Then play the 8 from the hand to win both cards (the 5 and 3 from the centre).

A BUILD

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**.

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**.) Restore your hand to five from the pack.

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.
- Any player may **take** a **build** if it is his/her turn.
- A **build** can 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.

A DISCARD

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

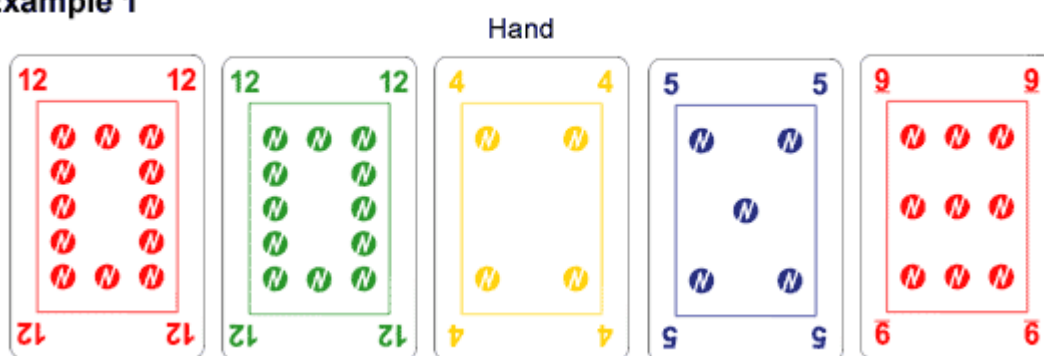
A **discard** is placed as a single card in the centre, not on top of other cards.

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



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.

DISCARDING WILD CARDS

You may **discard** a Wild Card; however, your turn is not complete until you have played a Number Card from your hand. If you have five Wild Cards in your hand, **discard** all five cards, ending your turn. Then restore your hand to five from the deck.

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 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.

STOP! STOP! STOP!

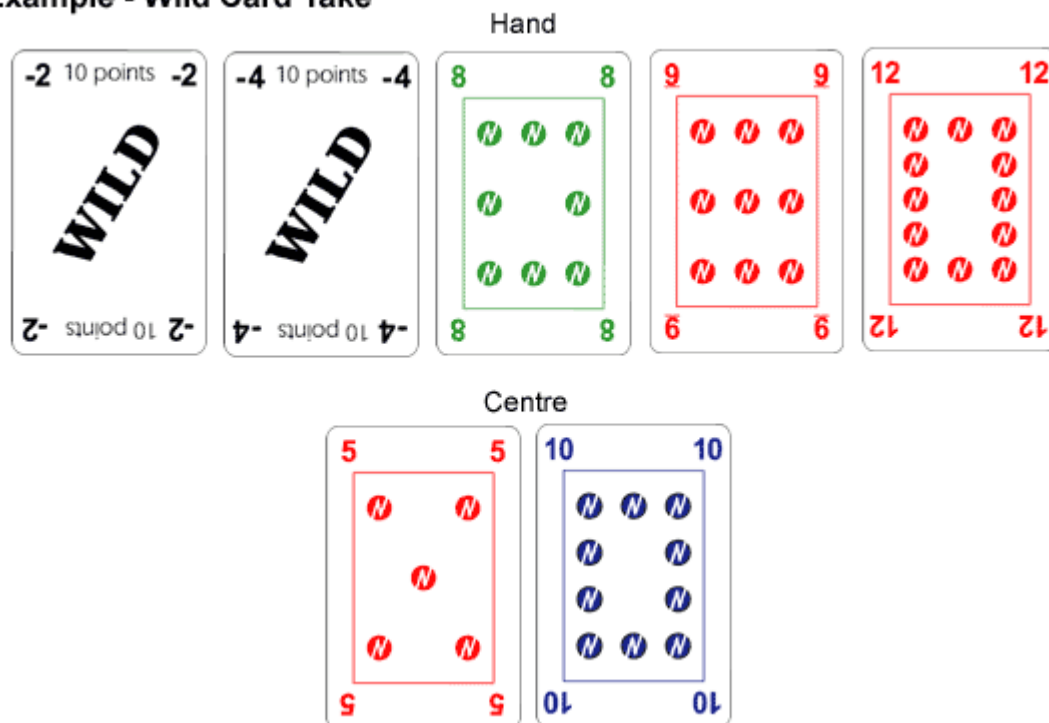
You now know how to play *NUMERO*®. It is best to develop a good understanding of *NUMERO*® at this level, before moving to more challenging stages.

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

INTRODUCING WILD CARDS (starting with subtraction)

The introduction of Wild Cards greatly increases the possible moves and the level of challenge in *Número*®.

Example - Wild Card Take



The -2 Wild Card can be played onto the 10, to make 8. Then, having an extra turn after playing your Wild Card, you could play your 8 to **take**;

or, an even better move, after playing the -2 onto 10 to equal 8, is to play the -4 Wild Card onto the 5 to make 1, leaving you with still another turn.

You then combine the 8 ($10 - 2$) and the 1 ($5 - 4$) to make 9 and **take** with your 9 card in hand, winning a total of 5 cards.

Notice that you still played only one Number Card from your hand. (Golden Rule No.1)

(Remember: Your turn ends as soon as you have played a Number Card from your hand!)

At the end of this turn, you would then restore your hand to five cards, drawing from the deck.

If you cannot take, you might use your Wild Card in a build.

LINK TO VIDEO TUTORIAL

<http://www.numero.org/portfolio/part-one-getting-started/>