

Ages 8 and above 2-5 players 10-30 minutes

Contents

12 number cards (2 each of 0-5)











30 answer cards (0-5 in 5 colours)











10 display cards (2 each of 5 types)





5 Cover cards (symbol cards)



X Please separate the Symbol cards from the cover cards

3 round cards (for rounds 1-3)









1 fastest card

Preparations

Each player takes one set of Answer cards, 1 of each display card type, a cover card and a symbol card.

What number cards and answer cards you'll use depends on the number of players. Unused cards are put back in the box.

Which number	answer cards should be used
2 players	0, 1, 2
3 players	0, 1, 2, 3
4 players	0, 1, 2, 3, 4
5 players	0, 1, 2, 3, 4, 5

Shuffle the number cards face down, and deal 2 to each player. If any player's both cards are '0', reshuffle and redistribute until this doesn't happen.

The undistributed 2 cards should be placed in the middle of the play area, one face up and one face down. The face down card is the "secret number".

Goal

The goal is to guess the secret number as quickly as possible.

Start of the round

First, place the round card for the current round face up in the play area. Each round begins differently.

[Start of round 1]

Each player looks at his two cards and either adds, subtracts. multiplies or divides one card with the other. However, the result must be one of the numbers that show on one of the display cards.

Each player secretly places the cover card on top of one of the display cards so that the result of the calculation is shown, and everyone reveals at the same time. Then round 1 starts



[Start of round 2]

Each player should show EITHER one of their number cards that is not a 0. OR reveal the calculation method used.

For the latter, slide the symbol card halvway underneath the display card, so that it shows the the calculation symbol.

+ for addition, - for subtraction, x for multiplication and : for division. Everyone shows their selection simultaneously, and then round 2 starts.



[Start of round 3]

Each player should display the choice they did not display in round 2 (either one number card or the calculation method).

The rules are the same as for round 2. Everyone shows simultaneously, and then round 3 starts.

Flow of a round

Each round flows in realtime.

Place the answer card with what you believe is the secret number, face down, on top of the round card. If someone has already placed an answer card there, place your card on top of the previous. You are not allowed to take back a once placed answer card.

One player may place several answer cards during the same round, but not two in a row.

(it's OK to place last in one round and then first in the next, though)

It's not mandatory to place an answer card.

The next round starts when either 3 minutes have passed, or earlier if everyone agrees.

Take the round card, together with all the answer cards on it, and set aside for the moment, preferrably on top of the previous round+answer cards.

Game end

The game ends when round 3 is finished.

Scoring

First, reveal the secret number.

Then reveal, in the order they were placed, the answer cards.

Each answer card with the correct answer gains 1 point to that player. Each answer card with the incorrect answer is -1 point for that player. (Your points can go below 0)

- 2 bonus points (the "fastest" card) for the first correct answer.
- 2 bonus points for correct answers during round 1.
- 1 bonus point for correct answerd during round 2.

Each player who guessed correctly also get the bonus shown on their display card (1-3 points)

Victory

The player with the most points after 3 games, wins. In case of a tie, it's a shared victory.

Credits

Game design : Yusuke Sato Graphics : Kyuu Takai

In collaboration with : New Board Game Party

English translation : Zimeon



http://ameblo.jp/newgame201/