

NUMERO

RULES

NUMERO is a game for all ages. Simply set the level of difficulty to match the ability of the users. This is done by deciding which cards are included in the pack for a particular game. To play NUMERO well all players must start at the early stages and progress to more challenging levels. As a learning game it is best played between two people, which provides the optimum playing conditions to challenge minds and improve number skills, but can be played by up to four players.

The NUMERO Pack includes:

Number Cards: Four sets of Number Cards (1–15) –green, orange, blue and red.

When learning to play NUMERO, use these cards only (and only numbers 1–10 with young children).

Wild Cards: Are added to increase the level of challenge of play as the ability of players increases. – 4 subtraction, 4 multiplication, 4 division, 13 fraction/decimal/percentage. Square root, cube root, squared and cubed cards (*for players looking for a real challenge*).

2 blank cards: To be used as replacements if cards are lost

2 point-scoring cards: To be used as reference cards when players reach the scoring level of challenge.

White Dot: cards have a small white dot on the NUMERO side of the card. The dot has been placed on the cards so that individual packs can be numbered to avoid situations where different packs can become mixed.

www.numero.org

NUMERO

PATIENCE

NUMERO Patience is an interesting and challenging version of NUMERO, if you are on your own. It provides the same enjoyment and challenge as the normal game and also means you can practise working out the infinite variety of possible number combinations.

The Basic Rules

1. Using whichever selection of cards you wish, deal five cards into the centre and five cards for your hand.
2. Make the best possible **take** that you can, or **multiple takes** with the one Number Card from your hand.
3. Restore both the centre and your hand to five cards from the pack.
4. Repeat the procedure as long as you are able to **take**.
Note: No **builds** for future **takes** are allowed and no **discards**. Simply perform the best **take** you can.
5. When you can no longer **take**, the game is over and you then either count the cards won or note the points scored, depending on the level of game played.
6. Remember at all levels of play, you play only one Number Card from your hand each turn (your 'taking' card) but may use any or all Wild Cards from your hand, and any cards (Wild or Number) from the centre.
7. The highest level of both NUMERO and NUMERO Patience is when you play to score points, instead of simply winning cards. If you wish to move on to this level, simply check the *Numero Rules* and use the *Easy Check List Cards* to help you remember the different ways of scoring. Then, every **take** that you do, simply spread out the cards in the **take** to count them, check their point values, colours, operations etc. before placing them in your 'win stack'. The only additions to the normal NUMERO point scoring when playing NUMERO Patience are:
 - (a) If you use (deal) all the cards from the pack, score an extra 10 points and if you achieve the perfect ending by being able to **take** with every card in your hand and 'clear the deck', score an extra 25 points.
 - (b) Any cards showing *Point Values* left in your hand when the game ends means those points are subtracted from your score.

FREQUENTLY ASKED QUESTIONS ABOUT NUMERO AND THEIR ANSWERS

The following are frequently asked questions that may help you get more fun out of playing NUMERO. All the answers can be obtained by referring to the three Golden Rules of NUMERO.

- 1. What happens if there are no cards left in the centre?*
If there are no cards in the centre you will not be able to **take** or **build**. Therefore, your only alternative (Golden Rule No. 1) is to **discard**.
- 2. Can you discard Wild Cards?*
Yes. You can **discard** a Wild Card at any time, as long as you remember that you must play a Number Card from your hand to complete your turn. In fact, if you ever find yourself with five Wild Cards in your hand, you have to **discard** all five cards (Golden Rule No. 3).
- 3. Can you perform multiple takes on the same turn?*
Yes, there is no limit to the number of cards or **builds** that can be taken by a single Number Card.
- 4. If you create a build, do you have to take it in the next turn?*
No.
- 5. Can you add different builds together?*
Yes, you can add **builds** together, but you can not break a **build** (e.g. a **build** of eight and a **build** of seven can be added to make 15 and **taken** by a 15 Number Card from your hand).
- 6. Is there a time limit for your turn?*
No. However, competitive players may create a time limit if they want to increase the pace or challenge of the game.

ABOUT THE AUTHOR

Frank Drysdale is the creator of NUMERO. Born in 1932, he began his working life as a physical education teacher and later became a minister in the Methodist (later Uniting) Church in Australia. Most of his time as a minister was spent as a school chaplain.

In 1967, he was voted 'The Outstanding Young Man in Australia'.

After a successful career in both education and the church, Frank was forced to retire when, in 1989, he was diagnosed with Alzheimer's disease.

In 1993, he developed NUMERO as a game to play with his grandchildren and to keep his mind active. With the help of his family he first published NUMERO in 1994.

At this early stage, Frank and his wife Joan donated all rights to NUMERO to the Alzheimer's Association of Western Australia and have since worked tirelessly promoting NUMERO throughout the world—Frank being a personal example of the benefits of regular mental stimulation.

In 1998, he received the Order of Australia Medal 'for services to youth, through sport and youth clubs, to education through the development of the maths game NUMERO, to the community and to the Uniting Church'.

In 2001, Frank was awarded a Fellowship of Edith Cowan University in recognition of distinguished contribution to learning and in particular to mathematics education.

Frank and Joan were elected Life Members of the Alzheimer's Association of WA. Royalties from the sales of NUMERO now go to The Drysdale Family Foundation Charitable Trust to further the work of the Alzheimer's Association with people with dementia and their carers.

www.numero.org

The NUMERO website is provided to assist NUMERO players with the following services:

- The history of NUMERO.
- The rules of NUMERO further explained.
- NUMERO Challenges. Do you want to test your NUMERO skill? The Challenge section will provide given hands of NUMERO for you to calculate the best possible move.
- Reviews: See what other people are saying about NUMERO.
- How to purchase NUMERO in your country.

SCORING

For the ultimate NUMERO challenge, play the game using the points scoring system. The winner now is the one who scores the most points, instead of the one who simply wins the most cards.

Try scoring with NUMERO after you have become a confident player.

Scoring does not affect any rules of play, however it will influence strategies used during play.

Scoring must be recorded progressively, spreading out the cards after each **take**, to note their bonus points value on a score sheet.

- (a) Each **take** earns 1 point. (Note: A multiple **take** earns 1 point for each individual **take** in that play.)
e.g. a 10 played to take both a 10 and a 6 + 4 = 10 counts as two takes (equals 2 points).
- (b) Each card in a **take** earns one point.
e.g. a 10 played to take both a 10 and a 6 + 4 = 10 counts as two **takes** (equals 2 points) and the **takes** include a total of four cards (10, 10, 6, 4) equalling 4 points, for a total of six points.

Bonus Points

Bonuses are the means of earning the most points.

Bonus points for the number and colour of cards (item 4, 5, 8 and 9 on the Easy Check List) apply to individual **takes** only, and not to all cards won in one turn, if that included multiple **takes**.

The same applies to bonus points for the number of operations (items 6 and 7). For this purpose, fraction cards with a numerator (top number) of 1 count as division only, while fraction cards with a higher numerator count as division and multiplication.

Roots

If playing with powers and roots (N^2 , N^3 , N , 3N) at scoring level, N^2 and N^3 count as multiplication, while N and 3N count as division, when calculating the number of operations used.

Challenges

When at the scoring level of NUMERO, where tactics become more important, players are tempted to break Golden Rule No. 2 and **build** without holding the answer. If the opponent suspects this has happened and challenges the **build** ('**Show me that 10...**'), and the required card can not be shown, the offender is penalised 20 points and the card used in the build is placed in the centre as a **discard**. If a player is challenged and can show the card concerned, the challenger is penalised 10 points. Such a challenge must be made before the challenger's second turn, after the move being challenged.

End of Game

When only one player has any cards left, he/she may complete one **take** if this is possible, when play will end. (If a **take** can not be made, that is the end of the game.)

- (a) Any cards remaining in that player's hand are subtracted from his/her score—both the number of cards and the *bonus value* of any cards.
- (b) Any cards remaining in the centre go to the last player to record a **take**.

Easy Check List for Point Scoring

1. Each **take** 1 point
2. Each card in a **take/s** 1 point
3. WILD CARDS, 1s and 15s as printed
4. A **TAKE** of five cards 2 points
5. A **TAKE** of six cards or more 5 points
6. A **TAKE** using three of (+, -, x, ÷) 5 points
7. A **TAKE** using all of (+, -, x, ÷) 10 points
8. A **TAKE** (five cards or more) including all four colours 5 points
9. A **TAKE** (five cards or more) with only one colour 5 points
10. **CLEARING THE DECK** 5 points
11. Most cards held at the end of the game 10 points

There are only three simple rules in the game of NUMERO.

Golden Rule No. 1

Each turn, play *one Number Card only* from your hand—a **take**, a **build** or a **discard**.

Golden Rule No. 2

When you **build**, you must have the answer to that **build** in your hand in a single card.

Golden Rule No. 3

Every Wild Card played from your hand gives you another turn and if that is a Wild Card, another turn.

INTRODUCTION

To begin playing NUMERO, follow these simple steps.

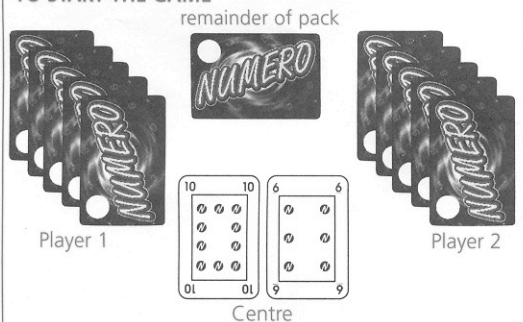
- Before commencing the game, select only the Number Cards from the pack (all cards 1–15). These are the only cards you use at this stage.
- Ignore the colours and points on some cards.
- For young children, using only Number Cards 1–5 or 1–10 is a successful strategy.

1. First, deal five cards to each player (ideally played with two players but can be played with more).
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 less (sometimes no cards at all) and at other times, more than two.

3. Place the remainder of the pack in the centre of the table (face down).

TO START THE GAME



4. You are now ready to play NUMERO, with the non-dealer, or player to the left of the dealer, having first turn.

Players take turns.

Each player plays a Number Card from his/her hand, into the centre and must either **take**, **build** or **discard**.

Golden Rule No. 1

Each turn, play *one Number Card only* from your hand—a **take**, a **build** or a **discard**.

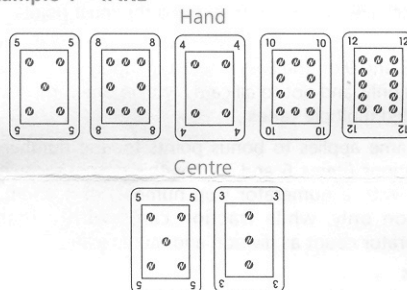
TAKE

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 'win stack' and these cards are counted at the end of the game to determine the winner).

The hand is restored to five from the pack. It is important to always restore your hand to five cards at the completion of each turn.

Example 1 – TAKE

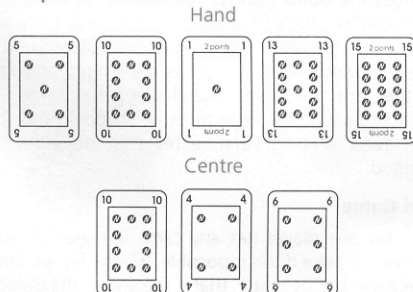


Play the 5 from the hand to win the 5 from the centre.

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 – TAKE



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 wins both sets of 10 (the 10 and the 6 and 4 from the centre).

NUMERO

BUILD

It is not always possible to **take**.

If you can not **take**, you try to **build**.

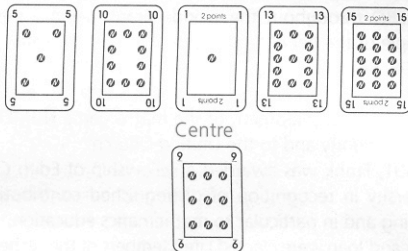
A **build** is when a card from the hand is added to a single card, or combination of cards, from the centre.

This creates a new number, ready for a later **take**.

Golden Rule No. 2

When you **build**, you must have the answer to that **build** in your hand in a single card.

Example 1 – BUILD



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.

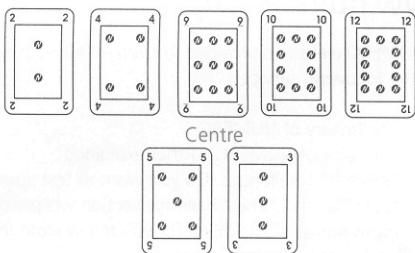
Note: As you can play only one Number Card from your hand each turn, a **build** finishes your turn. You can not **take** until your next turn. Restore your hand to five from the pack.

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**.

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

Example 2 – BUILD



Not being able to match the 5, 3 or 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, 4 + 8 = 12)

RULES

DISCARD

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

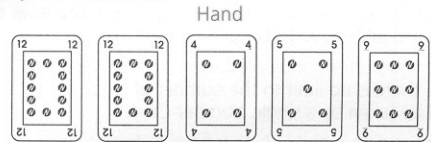
A **discard** is placed as a single card in the centre, not on top of other cards.

Always restore your hand to five cards after every turn.

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

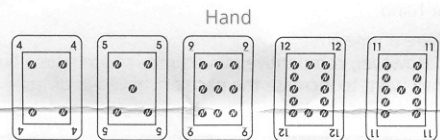
You may **discard** any card from your hand. However, where possible, **discard** a card you could use on your next turn.

Example 1 – DISCARD



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.

Example 2 – DISCARD



Not having two of any number, but with your 4 and 5 adding to 9, you would **discard** the 4 or the 5 and if it is still there for your next turn, you could add the other number to it, for a **build** of 9 in your next turn.

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

End of Game

When the pack is finished, keep playing until only one player has cards left.

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

Any cards left in the centre are added to the 'win stack' 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 'win stack'.

All players 'win stacks' 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.

WILD CARDS

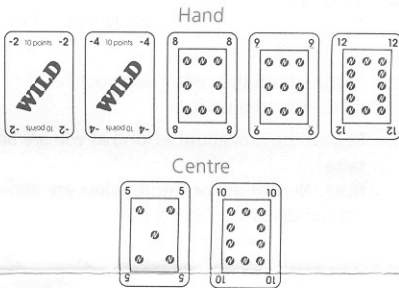
INTRODUCING WILD CARDS (starting with subtraction)

Golden Rule No. 3

Every Wild Card played from your hand gives you another turn and if that is a Wild Card, another turn.

The introduction of Wild Cards greatly increases the possible moves and the level of challenge in NUMERO.

Example – Wild Card Take



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

or

An even better move, after playing the -2 onto 10 to equal 8, you could play the -4 Wild Card onto the 5 to make 1 and you still have another turn.

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

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

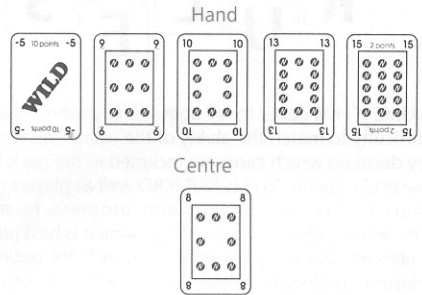
At the end of this turn, you would then restore your hand to five cards from the pack.

FOR MORE INFORMATION ON NUMERO VISIT THE NUMERO WEBSITE AT:

www.numero.org

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

Example – Wild Card Build



You could play the -5 Wild Card onto the 8 to make 3. Then, with your extra turn you could add the 10 for a build of 13. (Golden Rule No.2)

However, playing a Number Card would end your turn, and you would have to wait and hope to take in your next turn.

Discarding Wild Cards

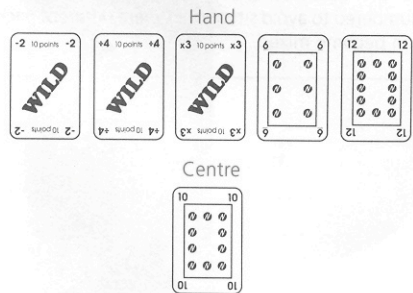
You may discard a Wild Card; however, your turn is not complete until you have played a Number Card from your hand. If you have five Wild Cards in your hand, discard all five cards, ending your turn. Then restore your hand to five from the pack.

INTRODUCING OTHER WILD CARDS

As in the last example, a series of Wild Cards may be played from your hand as long as you play only one Number Card from your hand.

Introduce other Wild Cards such as division, multiplication, fractions etc. as you are ready for greater challenges.

Example



Playing the -2 onto 10 makes 8;

the $\div 4$ played changes this to 2;

the $\times 3$ played makes this 6; and

you then take with the 6, all in one turn, winning five cards, but still using only one Number Card from your hand.