

NUMERUS

GAME RULES

Video instructions here:



6+
age

15
min

2-6
players

CONTENTS

- 18 large cards with potions



- 42 small cards with ingredients



- rules of the game

THE GOAL OF THE PLAYER

To score the most points by mixing the right ingredients and making potions.



1

PRACTICE GAME (TRAINING)

Shuffle each deck of cards and place them on the table. Open 3 potion cards and place 16 small cards on the table face down.

The first player opens a card and then another one. They check to see if it is possible to brew a potion.



What does it mean to brew a potion?

This means that the sum total of ingredients on the small cards needs to match the number that is indicated on the potion card.

- * For example, you opened the numbers 4 and 3 (4+3=7). Among the potions, there is a 7. So this means that you can brew this potion.

2

How many cards can be used?

In the corner of each of the potion cards, you can find an indicator showing the required number of cards needed to make the said potion.

- * For example, You can't brew this potion from cards 5 and 3, because there are only two cards. However, the option with 4,3, and 1 works out!



During a turn, the player can brew no more than 1 potion and open no more than 3 small cards (less is an option).

If the player is going to brew a potion, then all the opened small cards must be used. The player can't choose only two out of the three cards. It's all or nothing. The player decides for themselves whether to open the third card or not.

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If during their turn the player...

- Brewed a potion, then they transfer the potion card into their victory pile. Used small cards are discarded. The empty spaces on the table are filled with the new cards.
- Did not manage to brew a potion, then they flip the opened cards face down.

Then the turn goes to the next player and they follow the same steps trying to brew a potion.

End of the game and score count

The game ends when all the cards are opened and no more potions can be brewed. Count the total points on all the cards from the winning pile. The one who scored the most wins.



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FAST GAME (CONSOLIDATION)

This version is a lot like the previous one but there are no turns. All the players have to act simultaneously and the placement of cards does not need to be memorized.

Shuffle the cards in both decks, open 3 potion cards, and lay them on the table. Give the deck with small cards to the leader of the game (they will also be able to participate in the game).

The leader slowly lays out the small cards from the deck on the table one by one (make sure that the leader's hands do not cover the cards and everyone can see them clearly).

As soon as someone sees that a potion can be brewed from the opened cards, they immediately shout the number written on the potion.



The first one who called out the number shows everyone the cards from which a potion can be brewed.

- If everything is correct, the player takes a card with the potion. Discard the used small cards. Lay out a new potion card so that there are 3 of them again and continue playing (opened small cards continue being used in the game).
- If the player couldn't show the right cards or made a mistake calculating, they have to stay quiet until any other player manages to brew a potion. After that, the player can participate in the game as usual.

End of the game and score count

The game ends when all the cards are opened and no more potions can be brewed. Count the total points on all the cards from the winning pile. The one who scored the most wins.

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SIMPLIFY OR COMPLICATE THE GAME

Some players might pass the pack while others are left behind. In this case, you can adjust the rules to level the playing field and make the playing process exciting for everyone. Offer the skilled players to play with complications and less experienced players with simplifications. All of this can be done during one game.

Simplifying the game

For simplification, players are allowed to brew potions from any number of cards despite the indicators on the big cards. The only rule is that you have to use at least 2 small cards when making a potion.



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Complicating the game

For complication, players need to take color into consideration. The game would follow the same rules but now the color plays its part.

To brew a potion a player must add the numbers on the small cards to match the number on the big ones. However, now you can only use the ingredients a mix of which gives you a required potion color. Both colors need to be present.

For example, to get a green potion, use blue and yellow ingredients. In this case, red ingredients can not be used, since they will spoil the green color of the mixture.

Hint

Purple = Blue + Red
Orange = Yellow + Red
Green = Blue + Yellow



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We know a spell for good math: playis numerus!

Enjoy the game and join us on social media!



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