



NMBR 9 ++

The modular upgrade kit for your NMBR 9

NMBR 9 ++ takes the NMBR 9 experience to a new level. With the additional number tiles and cards, you can now play NMBR 9 with five or six players. In addition, NMBR 9 ++ includes three expansion modules that you can combine as you wish to add even more depth to your game. And with the variants “2 out of 3” and “Level to Level” you will experience a whole new game feeling.

GAME MATERIALS

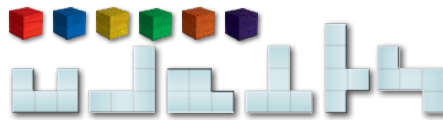
40 number tiles
4 each with numbers from “0” to “9”



20 number cards
2 each with numbers from “0” to “9”



18 wooden markers
3 each in 6 colors



6 new starting tiles



18 gap fillers
10 gap fillers with 1 square (4 of them as reserve)
and
8 fillers with 2 squares (2 of them as reserve)



5 level markers
black front side: not activated,
white back side: activated



2 game rules

NMBR 9 FOR 5 AND 6 PLAYERS



With the additional number tiles, you can now play NMBR 9 with up to six players. Keep all 120 number tiles (80 from the basic game and 40 from NMBR 9 ++) ready and shuffle the 20 number cards from the basic game. The 20 number cards from NMBR 9 ++ are not needed. The usual rules of the basic game apply.

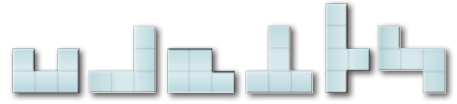
3 EXPANSION MODULES



The three expansion modules are playable for 1-6 players and can be combined in any way. The rules of the basic game always apply, with additions and exceptions described in the respective expansion.

EXPANSION “NEW STARTING TILES”

Before the game starts, you randomly receive 1 starting tile and place it in front of you as the start of your display. This means that in a multi-player game, each player has a different starting position.



EXPANSION “GAP FILLERS”

Before the game starts, you receive 1 gap filler with 1 square (□) and 1 gap filler with 2 squares (□□). Place both in front of you.

In addition to a number tile, you may place one or both gap fillers in your display at any time. Once you have placed the gap filler, you may not move it again.

EXPANSION “BREAKING RULES”

Before the game starts, the 6 special tokens “Breaking Rules” are shuffled face down and 2 of them are drawn. These are placed face up in the middle of the table. The remaining special tokens go back into the box.

Alternatively, you can select the two special tokens and/or choose any number of special tokens. Also, each player takes 2 markers of one color and places them in front of them.

Whenever a number card is revealed, you can decide to use the function of a special token. If you want to use the function, place one of your markers on the desired special token and then place the number tile according to the rule change. If one of your markers is already on a special token, you may not use it. However, you may use both markers in one turn for two different tokens. If you no longer have a marker, you cannot use any of the special tokens.

The 6 special tokens allow you to break certain placement rules and - except for the special token that allows you to flip a number tile that has already been laid - refer to the previously taken number tile.



A number tile that has already been placed can be **moved**. It must be freely accessible and may only be moved according to the general laying rules on the same level or levels below it. This function can be used before or after a new number tile is placed.



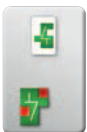
The number tile may overbuild **a gap**. It does not matter how big the gap is. The gap must be surrounded by number tiles and thus be closed. The tile must completely cover the gap and must not be placed protruding.



The number tile can be turned to the **black side** before it is placed. At the end of the game you don't get any points for this tile.



The number tile does **not** have to be **adjacent** to another number tile. This only applies from level 1.



The number tile may be placed **on one single** number tile and does not have to be placed on at least 2 number tiles below it as usual.



Instead of placing the number tile in your display, you can place it in front of you with some space between it and the rest and **reserve** it for later. The reserved tile will then be built as a second tile in one of your later turns. You may reserve it until you build into the next level. If you have not built it by then, you may no longer place it and it goes back into the supply.

2 VARIANTS



The two variants have additional rules of their own, which modify the rules of the basic game. The two variants cannot be combined, but you can still modify the games with the expansion modules as usual. The variants can be played by 1-4 players.

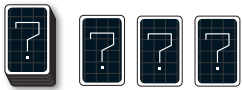
VARIANT “2 OUT OF 3”

Place all 120 number tiles in the middle of the table as a supply, within easy reach of everyone. Sort out 10 number cards (0-9) from the 20 number cards of NMBR 9 ++ and shuffle them together with the number cards from the basic game. Then place all 30 cards in the middle of the table as a face-down draw pile.

Then each player takes 1 marker of a color and places it in front of them.

Note: If you play this variant together with the expansion module “Breaking Rules”, everyone must take 3 markers of one color and place them in front of them.

The game lasts 10 rounds. The rules of the basic game apply with the following changes:



At the beginning of each round, one player draws the top 3 number cards from the draw pile and places them face down in a row next to the draw pile. Of these 3 number cards, everyone must later place 2 and refuse 1.

Now turn over the first card to the right of the draw pile.



Everyone now decides at the same time whether they want to put the number tile shown in their display or prefer to reject it. If you want to put it in your display, take the corresponding number tile and place it as usual according to the placement rules from the basic game. If you want to reject it, i.e. you do not want to place it in your display, place your marker on the card.

Attention: You may not try out the number tile before you decide whether to place it or reject it. Once you have picked one up, you must also place it.

Once everyone has placed the first number tile or their marker, the middle card is turned face up. Now everyone decides at the same time whether they want to place or reject the number tile shown. Proceed as you did with the first card. Do the same with the third card.



Remember, in each round you must reject 1 of the 3 number tiles!



Note:

- If you have rejected the first number tile, then you must place the second and third tiles.
- If you have placed the first number tile and rejected the second tile, then you must place the third tile.
- If you have placed the first two number tiles, then you must reject the third tile.

After all 3 cards of the round have been played, everyone takes their marker back. The cards are placed in a discard pile and the next round starts.

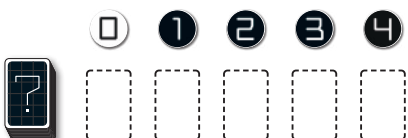
The game ends after the round in which the draw pile has been depleted and scoring occurs according to the rules of the basic game. The player with the most points wins.

VARIANT “LEVEL TO LEVEL”

Place all 120 number tiles in the middle of the table so that everyone can easily reach them.

Special case in a game of four: For a game of four, you must distribute to each player 3 number tiles of each number, so that at the end, everyone has the same supply of number tiles in front of them.

Game setup



Shuffle all 40 number cards and place them in the middle of the table as a face-down draw pile. Now place the level markers next to the draw pile in ascending order, starting on the left with the marker “0”. Turn the marker “0” to the white side (activated), the others to the black side (not activated). As the game progresses, there will be open discard piles under the level markers.

Now draw the top card from the draw pile and place it face up under the level marker “0”. Everyone takes the number tile from the supply and places it in their display as usual. When everyone has placed their number tile, the first round ends. For the second round, draw another number card and place it face up under the level marker “0”. Again, everyone places the shown number tile in their display according to the placement rules from the basic game.

Then the third round begins and triggers the following **activation rule**:

As soon as at least one player has built two number tiles in one level, another open discard pile is “activated” in the next round. To do this, turn the corresponding level marker to the activated side. From now on, always draw as many number cards from the draw pile as there are activated discard piles. Place one card face up from left to right under each activated level marker. Now choose one of the shown number tiles and build it into your display.

The following additional **placement rule** must be observed:

Not all number tiles may be placed everywhere!

The level markers indicate up to which level the tile depicted below may be placed. This means that the tile shown under the level marker 0 may only be placed in level 0, the tile shown under the level marker 1 may be placed in levels 0 and 1, the tile shown under the level marker 2 may be placed in levels 0, 1 and 2, and so on.

You are not allowed to build in level 5!

Attention: You may not try out the number tile before you decide on one. Once you have picked one up, you must also place it.

Special case in a game of four: You may only place the number tiles that are still in your supply. This means that if a number tile is no longer available to you, you may not choose that tile and must choose another instead. In the rare case that a player does not have or cannot place any of the number tiles shown in their supply, they must miss that round and may not place a tile.

Once everyone has placed a number tile, the next round follows by revealing new number cards.

The game ends after the round in which the draw pile has been used up or all activated discard piles can no longer be filled. Scoring then takes place according to the rules of the basic game. The player with the most points wins.



NMBR 9 FOR 1 TO 2 PLAYERS



You don't have the basic game at hand, but feel like playing a round? No problem, with NMBR 9 ++ you can play the basic game solo or in pairs according to the usual rules and add any of the three expansion modules.

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