NumZumZero

Information
Players: 1-4+ (use one game box for every 4 players)
Play time: 5-30 minutes

Brief description
Players take turns playing numbered cards in two colors. When the total values of both colors are the same, the player earns a Victory Token. The player with the most Victory Tokens wins the game.

Box Contents
1 Instruction page (this document)
28 Blue NumZumZero Game Cards, numbered 1 to 7.
28 Orange NumZumZero Game Cards, numbered 1 to 7.
30 Green Victory Tokens
4 Blank faced cards (to replace damaged cards or to create your own)

Preparation
0. Shuffle all Game Cards together. Each player draws a card. The player with the highest card is the '*Lead player*' and starts play..
1. The *Lead Player* shuffles all *Game Cards* together again and puts them in a *Draw Pile*, face-down.
2. Starting with the *Lead player*, moving clockwise, each player draws two cards in one go from the *Draw Pile*.
3. The *Lead Player* then turns over one card for each *Play Column*, taken from the top of the *Draw Pile*.
    (The number of *Play Columns* depends on the number of players: 3 columns for 1-2 players, 5 for 3+ players.)

Game Play
Starting with the *Lead Player*, players take turns, moving clockwise. In a player's turn, the player must *Play a Game Card*, possibly *Collect a Column*, and *Draw a Game Card*, in this order. An explanation of each stage follows below.

Turn stages (in order)
1. *Stage 1: Play a Game Card*
    The player adds one of their cards face-up to one of the *Play Columns* that holds less than 7 cards.

    Note 1: If a *Play Column* holds 7 cards, no new card can be added to that column.
    Note 2: If a player plays the 7th card of a column and cannot collect the column in the next stage, the player returns one *Victory Token* from their own *Victory Pile* to the general *Victory Token Pile*.

2. *Stage 2: Collect a Column*
    Determine if the total value of *Blue Cards* equals the total value of *Orange Cards* for a column:
    *   If the totals do not match, play continues with **stage 3**.
    *   If the totals match, the player *Collects a Column*:
        a. Player collects all cards from the *Play Column* and adds these to their *Collection Pile*, face-down. The

collected column remains empty until a player plays a new card in that column.
        b. Player adds a *Victory Token* to their *Victory Pile*.
        c. If the player has 7 *Victory Tokens* in their *Victory Pile*, the game ends. Stop the turn and proceed to the *End of Game* section. Otherwise, continue with stage 3.

    Note 3: If collecting the *Play Column* results in an empty field (i.e. all columns on the entire field are empty) then the player receives an extra *Victory Token*. The player turns over one new card for each column.
    Note 4: The *Victory Pile* is kept face-up and all players are allowed to count the number of Victory Tokens in other players' piles at any time.
    Note 5: the *Collection Pile* is kept face-down. Players can only look at their own *Collection Piles* during the game.

3. *Stage 3: Draw A Game Card*
    If the player holds less than two *Game Cards*, the player must draw a new card from the *Draw Pile* until he holds two cards. If the *Draw Pile* is empty, proceed to *End of Game*.
4. Stage 4: End of Turn
    The turn is over and the he next player starts at stage 1.

End of Game
There are several ways to end the game:
*   A player has a total of 7 *Victory Tokens* in their *Victory Pile*.
*   A player cannot draw a *Game Card* from the *Draw Pile*, because the *Draw Pile* is empty.
*   A player cannot *Play a Game Card* because all *Play Columns* hold 7 cards.

If the game ends, count the number of *Victory Tokens* per player. The player with the highest amount of *Victory Tokens* wins. [Note: see Advanced Game for additional options]

In case of tied scores
Most games will end because a player scores 7 *Victory Tokens*. The first player to do so will have the most tokens and so will win the game. Should the game end for other reasons, ties are possible. In case of a tied score, determine the winner by going through these steps, in order:
1. The player with the most cards in their *Collection Pile* wins.
2. If it is still a tie, add all face amounts of all cards in each tied player's *Collection Pile*, ignoring colors. The player with the highest total wins.
If it is still a tie, there is no winner.

Playing Field
The *Playing Field* consist of several areas. Although the exact position of the separate areas does not matter, it is best to put the *Play Columns* at the center of the *Playing Field*, so all players can see and reach all columns.

Game Play Example
The image below shows round 10 of a two-player game, using 3

columns. Player 2 has collected 3 cards in the 6th turn, and put those in his *Collection Pile*. He earned 1 *Victory Token*, which he put in his *Victory Pile*.It is now Player 2's *Play a Game Card* stage, in which he plays a *Blue Card* with value 3 in a column that already holds *Orange Cards* with values 2 and 1.

In the next stage, Player 2 will *Collect a Column*, add all the cards from the 2nd column to his *Collection Pile*, and add another *Victory Token* to his *Victory Pile*. Things are looking good for Player 2!
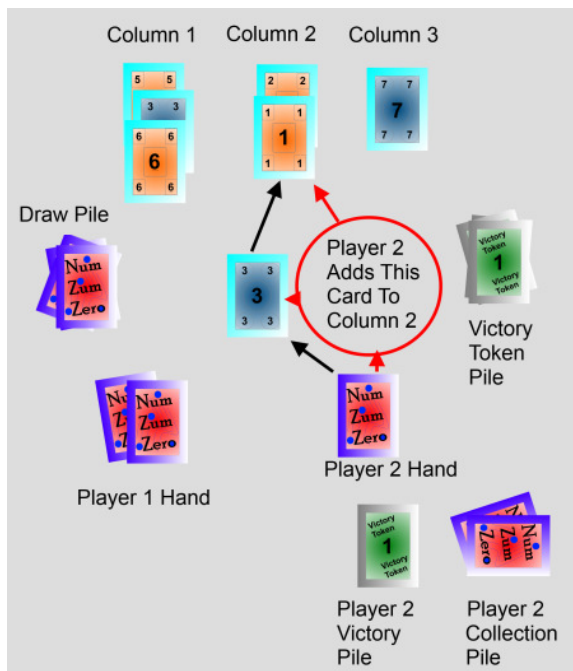

Image 1: Game Play Example

Types of Games

These rules describe three types of games, Basic, Advanced, and Solo. A fourth type of game, Expert, introduces so-called *Tricks* that can be used to make game play more challenging. These rules can be downloaded from the web site at http://r2b2droiddev.com/nzzrules.html

Players can always add new rules, as long as they agree on the rules before the game starts. If you create your own type of game with your own rules, mail those to r2b2droiddev@gmail.com if you would like us to post them on the website so other people can use them as well.

Basic Game

The previous rules describe the Basic Game. This is the easiest way to play the game, with rules easy to understand even with limited math skills. This is a fairly fast game, with a limited number of variables to keep track of and with minimal calculations.

Advanced Game

The *Advanced Game* offers a more challenging game. It adds the challenge of bonus *Victory Tokens*: instead of just keeping track of *Victory Tokens* in the *Victory Piles* of opponents, players also have to take into account the *Victory Bonus Marks* collected by

other players. Since the *Collection Piles* are kept face-down, this can be an unpleasant surprise when it is time to tally the scores!

Extra rules for Advanced Games:
Advanced games play just like Basic games, except for the End of Game. In Advanced game, the first player to collect 7 Victory Tokens no longer automatically wins.During the End of Game, add the following rules:
1. When the game ends, examine all cards in a player's *Collection Pile*. For each card that has green *Victory Bonus Marks*, add the listed *Victory Tokens* to that player's *Victory Pile*. (Note: a card marked with 4 "1 *Victory Token*" images is worth 1 *Victory Token*, not 4.)
2. In case of tied scores, add the following rule 3:
    3. If it is still a tie, the player with the highest number of *Victory Tokens* before looking at the *Collection Pile*, wins.

Solo Game

The Solo Game is for a single player and is great to pass time while waiting for other players. It can be played as a variation of the Basic or Advanced game. Play with 3 columns of 7 cards, and 1 card in hand. At any one time, you can have no more than one card in your hand. Play until a) all *Play Columns* are full or b) the *Draw Pile* is empty. Tally all your Victory Tokens as your score. Try to beat your score next time you play!

Game elements

Lead Player
Player that sets up and starts the game.
Player
Anyone participating in the game.
Game Card
A blue or orange card numbered 1-7.
Draw Pile
All Game Cards that have not yet been played, shuffled together and put in a face-down pile.
Play Column
One of 3 (or 5 for 3+ players) colums where Players can play their cards during the Play a Game Card stage. Cards in these Play Columns can be collected in the Collect a Column stage if the proper conditions are met.
Victory Token
A green card with the number '1' on it. Victory Tokens are used to keep track of Player's points.
Victory Token Pile
A pile containing all Victory Tokens that have not yet been won by players.
Victory Pile
A pile containing all Victory Tokens a player has won so far in the game. This pile is always face-up.
Collection Pile
A pile containing all the Game Cards a player has collected in the Collect a Column stages during the game. This pile is always face-down.
Victory Token Bonus Mark (Advanced Game only)
A special marking onsome of the Game Cards that indicates how many bonus Victory Tokens a Player receives for that card during the End of Game winner determination.