

# NUMO

## The Aim

The aim of the games is to develop number skills. The skills involve: addition, subtraction, multiplication, division, sequencing, factoring and the identification of prime numbers. A feature of these games is that all the numbers in the multiplication table are used.

## The Art

The cards are beautifully illustrated by Krista Brennan, a well-known Australian artist. Using the media of water colour she has produced 89 cards. The cards represent fantasy characters. Each character is matched with the colours of the seasons; Spring (green), Summer (gold), Autumn (brown) and Winter (blue). The art work provides interest and enjoyment when playing the game.

- The games can be played with two to six players.
- The games are 'Rummy' style games and the object is to win by scoring 500 or more points in a variety of games.

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### The Decks

There are three decks of cards; a lower deck an upper deck and a control deck.

The lower deck consists of two sets numbered from 1 to 12 and the remainder numbered from 13 to 29. The upper deck is numbered from 30 to 144. All the multiples of the times tables are represented as well as the prime numbers from 2 to 43.

The control deck dictates the way that the games are to be played. There are nine cards ranked as follows; 'S' (season card), 'C' (character card), '+' (addition card), '-' (subtraction card), 'X' (multiplication card), '÷' (division card), 'R' (run or sequence card), 'P' (prime number card) and 'F' (factor card).

### The Levels

The games proceed through various levels.

**Level 1** (Season and Character)

At this level players who have four of the same season (and only four) may lay down these cards when it is their turn. If they have three or four characters they can lay down (meld) these cards, For example four winter cards or three or four dwarfs.

#### **Level 2 (Season or Character and Addition)**

At this level the season or character control cards are used as well as the addition card. The addition card requires a meld of three cards. For example 3,4 and 7 because 3 and 4 add to 7. For a player to 'go out' at least one addition meld must be formed.

#### **Level 3 (Season or Character and Subtraction)**

The subtraction card requires a meld of three cards. For example 7,4 and 3 because 7 subtract 4 equals 3. For a player to 'go out' at least one subtraction meld must be formed.

#### **Level 4 (Season or Character and Multiplication)**

The multiplication card requires a meld of three cards. For example 7,4 and 28 because 7 multiplied by 4 equals 28. For a player to 'go out' at least one multiplication meld must be formed.

#### **Level 5 (Season or Character and Division)**

The division card requires a meld of three cards. For example 28,4 and 7 because 28 divided by 4 equals 7. For a player to 'go out' at least one division meld must be formed.

#### **Level 6 (Season or Character and Runs)**

The run card requires a meld of three or more cards. For example 6,8 and 10 or 28,35,42 and 49 because 6, 8 and 10 are increasing by 2 and 28,35,42 and 49 are increasing by 7.

For a player to 'go out' at least one run meld must be formed.

#### **Level 7 (Season or Character and Primes)**

The prime card requires a meld of three or four cards. For example 7,11 and 13 or 31,37,41 and 43 because all these are prime numbers. For a player to 'go out' at least one prime meld must be formed.

### **Level 8 (Season or Character and Factors)**

The factor card requires a meld of three or more cards. For example 1,5 and 25 or 2,3,4,6 and 24 because 1 and 5 are factors of 25 and 2,3,4 and 6 are factors of 24. For a player to 'go out' at least one factor meld must be formed.

Various combinations can be used as well as adding cards in sets of four from the upper deck to the lower deck or using all the cards from both decks.

### **Special Melds**

The Sea-Serpent and the Sea-Serpent's Cave and the Dragon and the Dragon's Lair may be melded as pairs provide they are of the same season. These pair melds can be made throughout all the levels. For example; a winter Dragon and a winter Dragon's Lair is a meld.

### **The Cards**

The cards are numbered from 1 to 144. Composite numbers that are not multiples of the 'tables' are not included. For example; 26, 34, 39.. are not included. The Prime numbers from 2 to 43 are included. All the numbers that are in the multiplication tables are included.

There are four seasons (suits): Spring (green), Summer (gold), Autumn (brown), Winter (blue).

There are 72 picture 'character cards' in the deck ranked as follows: in the Lower Deck: four: Male Elvins, Fairie Queens, Dwarfs, Goblins, Trolls, Unicorns, Mermaids, Krakens and Sea Serpents.

In the Upper Deck: four: Female Elvins, Halflings, Wizards, King Goblins, Ogres, Valkyries, Griffins, Werewolves and Dragons.

Each character displays a number and there are four of each which represent the four seasons.

There are eight 'Dwelling cards' in the deck; four Dragons' Lairs in the Upper Deck and four Sea Serpents' Caves in the Lower Deck. Each displays a number and the four of each represent the four seasons.

## The Deal

The first dealer is chosen randomly, and the turn to deal alternates if there are two players, and rotates clockwise if there are more than two. Each player is dealt a hand of ten cards. The cards are dealt one at a time, and after the deal, the next card is placed face up on the table to start the discard pile, and the remainder of the deck is placed face down beside it to form the **stock**. The players look at and sort their cards.

## Object of the Game

The object of the game is to dispose of all the cards in your hand. There are three ways to get rid of cards: melding, laying off, and discarding.

**Melding** is taking a combination of cards from your hand, and placing it face up in front of you on the table, where it stays.

The control cards will dictate which type of meld is allowed.

**Laying off** is adding a card or cards from your hand to a meld already on the table. The cards added to a meld must make another valid meld. For example to the 9,12,15 a 6 or 18 could be added to the Run meld.

**Discarding** is playing a card from your hand on top of the discard pile. You get rid of one card this way at the end of each turn.

## Play

If there are two players, they take alternate turns starting with the non-dealer. If there are more than two players, they take turns in clockwise rotation, beginning with the player to dealer's left.

Each turn consists of the following parts:

1. **The Draw.** You **must** begin by taking one card from either the top of the Stock pile or the top card on the discard pile, and adding it to your hand. The discard pile is face up, so you can see in advance what you are getting. The stock is face down, so if you choose to draw from the stock you do not see the card until after you have committed yourself to take it. If you draw from the stock, you add the card to your hand without showing it to the other players.

2. **Melding.** If you have a **valid meld**( dictated by the control card when played) in your hand, you may lay one such combination face up on the table in front of you. You cannot meld more than one combination in a turn. Melding is **optional**; you are not obliged to meld just because you can.
3. **Laying off.** This is also **optional**. If you wish, you may add cards to groups or sequences previously melded by yourself or others. There is no limit to the number of cards a player may lay off in one turn.
4. **The Discard** At the end of your turn, one card **must** be discarded from your hand and placed on top of the discard pile face up. If you began your turn by picking up the top card of the discard pile you are not allowed to end that turn by discarding the same card, leaving the pile unchanged - you must discard a different card. You may however pick up the discard on one turn and discard that same card at a later turn. If you draw a card from the stock, it can be discarded on the same turn if you wish.

If the stock pile has run out and the next player does not want to take the discard, the discard pile is turned over, without shuffling, to form a new stock, and play continues.

A player wins an individual hand by either melding, laying off, or discarding all of his or her cards. Getting rid of your last card in one of these ways is called **going out**. As soon as someone goes out, play ceases. There can be no further melding or laying off, even if the other players have valid combinations in their hands.

## Scoring

### Version 1

When a player goes out all his/her melds are added his/her cumulative score. The game continues with further deals until a player's cumulative score is 500 or greater.

### Version 2

When a player goes out the opponent's remaining cards are totaled as a negative score and added to his/her cumulative score. The game ends when a player's score is -500 or less. The player with the highest score is then the winner.