



Numenko-in-a-bag Instructions

INSTRUCTIONS/RULES

The objective of the game is to play your tiles in a crossword fashion, vertically and/or horizontally, creating sums until all tiles have been used.

The Multichoice is either a +, -, x, ÷ or = and can be changed during the game to suit the sum being played.

The Freechoice can be used as a Multichoice or as a number. If during the game you used the Freechoice as, say a number 7 and later you draw a 7 from the **pot** you can replace the Freechoice with the 7 thereby giving yourself back the advantage of having a Freechoice.

Number tiles	0 to 9	10 of each	A number tile is always a number and cannot be changed
Multichoice tiles		50	Multichoice can be changed by a player to suit their requirements but must remain a Multichoice
Freechoice tiles		8	A Freechoice can be either a Multichoice or a number and can be changed as often as required during the game

1. Remove Freechoices and put to one side. Place remaining tiles on table face down (the **“pot”**) if 2-4 people playing, each player takes 20 tiles from the pot and 1 Freechoice. 5-6 Players take 15 tiles each and 1 Freechoice.

2. Spare Freechoices are returned facedown to the **pot**.


3. When all players have taken their initial tiles, play begins. All players play at the same time but each player plays independently. Players can recalculate/rearrange the sums in their hand as frequently as they wish.

4. A player can exchange a tile by saying **“swop”**, placing the unwanted tile back in the **pot** and taking **2** tiles. This can be done as often as desired.

5. When a player has played all their tiles, he/she declares to the others by saying **“done”** and takes 4 tiles from the **pot**.

6. Play ends when there are insufficient tiles in the **pot** to continue play, i.e. less than 2 if someone wishes to **“swop”** or less than 4 if someone calls **“done”**. If at this point a player has no tiles left, he/she can declare **“game over”**. The winning hand is checked by the other players and if any sum is found to be incorrect, the other players can choose to eject that player, return all his/her tiles to the **pot** and continue playing, **or** end the game.

7. At the end of a game if there is no outright winner then each player adds up the tiles in their hand and the lowest score is the winner. Numbers count at their face value, Multichoice counts as 1 and **Freechoice counts as 10**.

Possible plays. A  can be changed to suit the sum being played, (* used in examples)

<u>Tiles played</u>	<u>Sum declared</u>
2 * 4 * 8	2 x 4 = 8

<u>Tiles played</u>	<u>Sums declared</u>
6	6
2 * 4 * 8	2 x/+ 4 =8
7	7
*	=
1	1
3	3

Tiles played	Sums declared
6	6
2 * 4 * 8	2x/+ 4 = 8
7 *	7 x
* 9	= 9
1 *	1 =
3 ☺	3 7
2	2

Tiles played	Sums declared
6	6
2 * 4 * 8	2 x 4 = 8
7 *	7 x
* 9	+ 9
1 *	1 =
3 ☺	3 7
* 2	= 2
5	5
5	5

Tiles played	Sums declared
6	6
2 * 4 * 8	2 x 4 = 8
7 *	7 x
* 9	+ 9
1 *	1 =
3 ☺	3 7
* 2	= 2
5	5
5 * 1 * 5 * 2 0	5 - 1 x 5 = 20

Tiles played	Sum declared
6	6
9 2 * 4 * 8	9 2x/+ 4 = 8
* 7	x 7
6 *	6 =
* 1	= 1
5 3	5 3
4	4

NOT allowed..... 92*4*8 is an incorrect sum .

Tiles played	Sum declared	NOT allowed.....
6	6	
2 * 4 * 8	2x/+ 4 = 8	
8 * 7 * 1 5	8 + 7 = 1 5	2 4
*	=	* * are incomplete/incorrect sums.
1	1	
3	3	

Customer Care

If you require replacement parts, or have a query, contact customer care on +44 (0)1525 211208 or write to TSL Enterprises Ltd, 1 Woburn Road, Hockliffe, Bedfordshire, LU7 9LL, or email to admin@numenko.com

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