

THE
GREEN BOARD
GAME CO

Nubble

Numbers fun for everyone!

Rules

Thank you for purchasing Nubble. We hope you enjoy the game and have lots of fun with your family and friends.

Nubble: the Rules

Object of the game

To have the most points by the end of the game; when 1 and 100 are linked by counters placed on the board.

Setting up the game

Each player chooses a set of coloured counters. There are 50 counters of each colour.

Each player rolls one die – the highest scorer goes first. If any players tie, they roll again until one rolls a higher number. Then take turns, starting with the highest scorer and moving clockwise.

Playing the game

I Creating a number

On your turn roll all four dice. Try to make a whole number from 1 to 100 using all four numbers on the dice once. You may add, subtract, multiply, or divide the numbers in any combination.



$$(6 + 4) \times (3 + 1) = 40$$

Further examples

By throwing the numbers 6, 4, 3, and 1, you can create at least 40 different numbers. Here are just four:

$$6 + 4 + 3 + 1 = 14$$

$$6 \times 4 \times 3 - 1 = 71$$

$$6 \times 4 \times 3 + 1 = 73$$

$$6 \div 3 \times 4 - 1 = 7$$

Note

You cannot create a number by placing two numbers beside each other. For example, if you throw 6, 4, 3, and 1, you can't put 6 and 4 together to make 64 or 46.

You can use a pen and paper but not a calculator! Refer to the Cheat Chart for help with multiplying.

If you can't create a number, miss your turn. Play continues clockwise.

2 Covering the number on the board

When you have created a number, tell other players what it is and how you made it. Then find the number on the board and cover it with a counter. (If the other players can prove that you created your number incorrectly, you must miss your turn).

3 Scoring points

After each turn, score points based on the colour zone of the number you have covered. The amount is shown on the colour keys on the gameboard. Take money to the amount you score.



A Nubble, formed after two counters have already been placed.

The Nubble bonus

If two counters of any colour have been placed next to each other, in one or two colour zones on the board, you have the chance to make a Nubble. Place a counter on the space that completes a triangle of counters and call out "Nubble". Score the normal amount for that zone plus 100 bonus points!

For example, if you create the number 24, completing a triangle of counters with 25 and 32, you score a turquoise-zone reward of 20, plus a Nubble bonus of 100, making a total of 120.

You can only claim one Nubble bonus in any turn, even if more than one triangle is formed.

The Double Nubble bonus

The prime numbers on the board are shown on a white star. (A prime number is a number that can only be divided by itself and 1).

If you place a counter on a prime number to complete a triangle of counters in one or two colour zones, call out "Double Nubble" and score a bonus of 200. This is in addition to the amount scored for that zone.

For example, if you make 41 (a prime number) and cover it to complete a triangle of counters, score a yellow-zone reward of 50, plus a Double Nubble bonus of 200, making a total of 250.

You can only score one Double Nubble bonus in any turn, even if you make more than one triangle.



A Double Nubble, because 41 is a prime number

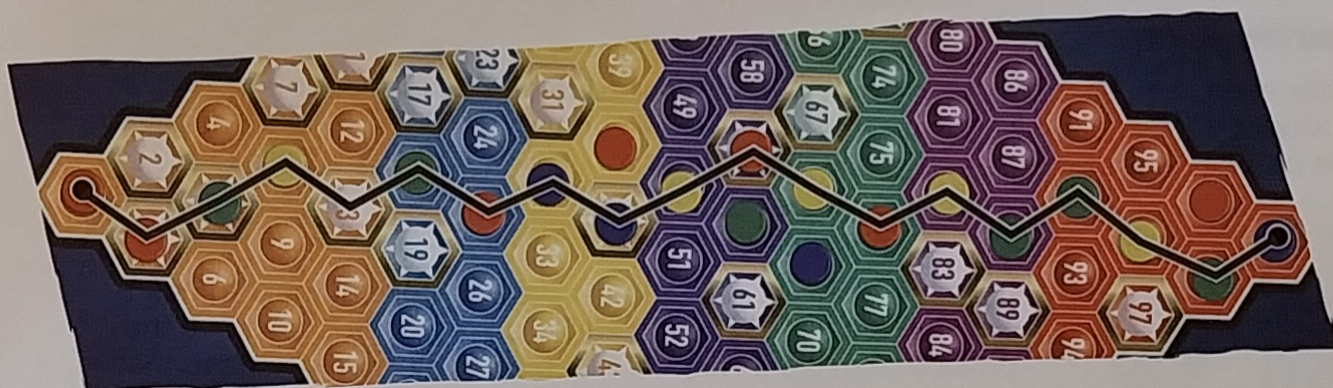
4 Further moves

Play continues clockwise.

You can cover the numbers on the gameboard in any sequence. Each number can only be covered once during a game.

5 Ending the game

The game is over when the numbers 1 and 100 are linked by counters in any combination of colours. The player who completes the chain of counters calls out "Link" and wins a bonus of 500. The winner is the player with the most points at the end of the game.



1 to 100 are connected by a chain of counters, as shown by the black line.

Alternatively, agree to end the game when:

- you have played for 30 minutes,
- or
- all the numbers in one colour zone are covered,
- or
- any one player has placed a counter in each colour zone,
- or
- all the numbers on the board are covered, but if you play this version, the numbers 1 and 100 must be the last two to be covered.

Playing tips

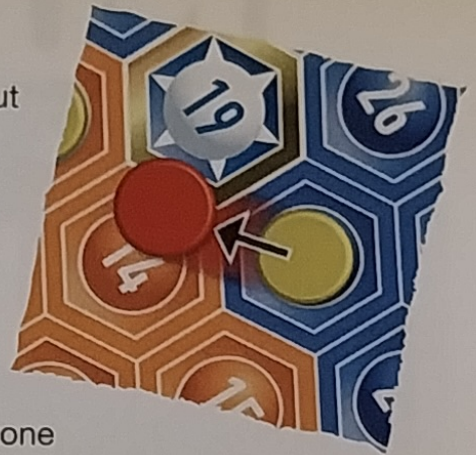
- Throwing low numbers on the dice does not necessarily mean you will score less points. Look for bonus opportunities on low numbers to increase your points. For example, creating a number in the centre of the board will score 100 points (in the purple zone) but you may be able to create a Nubble or Double Nubble on a smaller number to score more points.
- If the chain of counters linking numbers 1 and 100 is almost complete, you may choose not to complete the chain if you need more points to win. Try and play on the higher numbers or win bonuses before the game ends.

Other ways to play Nubble

Knockout move:

For a more competitive game you can introduce a knockout move. If you create a number that is already covered by someone else's counter, you can knock out their counter and replace it with one of your own. Return the counter to its owner, then subtract the points for that zone from their score and add it to yours.

You can't score a bonus on a knockout move.



Headstart:

For a faster game cover up some of the numbers in each zone before the game starts.

Playing in teams:

Split into teams and take turns throwing the dice when it is your team's turn.

Individually, all work out a number that could be covered. Then choose which one to cover and score points as a team.

2 - 4 teams can play Nubble.

Playing against the clock

Set yourself a time limit for making of a number - 1 minute, for example.

If you fail to think of a number before the time is up, miss your turn.



For younger players:

For a more simple game, use four dice, but restrict the calculations to addition and subtraction and limit the playing area to the first 24 numbers.

The game ends when 1 and 24 are connected by a chain of counters.

Alternatively, players can add, subtract, multiply, and divide using only three dice. Limit the playing area to the first 42 numbers. The game ends when 1 and 42 are connected by a chain of counters.

In both cases, Nubble and Double Nubble bonuses still apply and the player who completes the chain scores 500 bonus points. The winner is the player with the most points at the end of the game.

Nubble game is based on the Millennium Product award-winning board game Number Quest, invented by the Nubble Partnership Limited.

Nubble is a registered trademark owned by the Nubble Partnership Limited.

(All rights reserved. Registered in the UK, UK Patent 2,304,593; US Patent 5,927,717).

Nubble

Cheat C

X	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
2	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
3	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72
4	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96
5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100				
6	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96								
7	7	14	21	28	35	42	49	56	63	70	77	84	91	98										
8	8	16	24	32	40	48	56	64	72	80	88	96												
9	9	18	27	36	45	54	63	72	81	90	99													
10	10	20	30	40	50	60	70	80	90	100														



Chart



25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

50 52 54 56 58 60 62 64 66 68 70 72 74 76 78 80 82 84 86 88 90 92 94 96 98 100

75 78 81 84 87 90 93 96 99

100

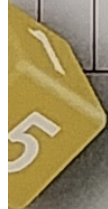
How to use the Cheat Chart

Use the Cheat Chart to check your multiplication.

Example: to find the product of 4×2 , trace down from 4 in the first row and along from 2 in the first column.

They intersect at 8, so the product of 4×2 is 8.

X	1	2	3	4	5	6	7	8
1	1	2	3	4	5	6	7	8
2	2	4	6	8	10	12	14	16
3	3	6	9	12	15	18	21	24





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