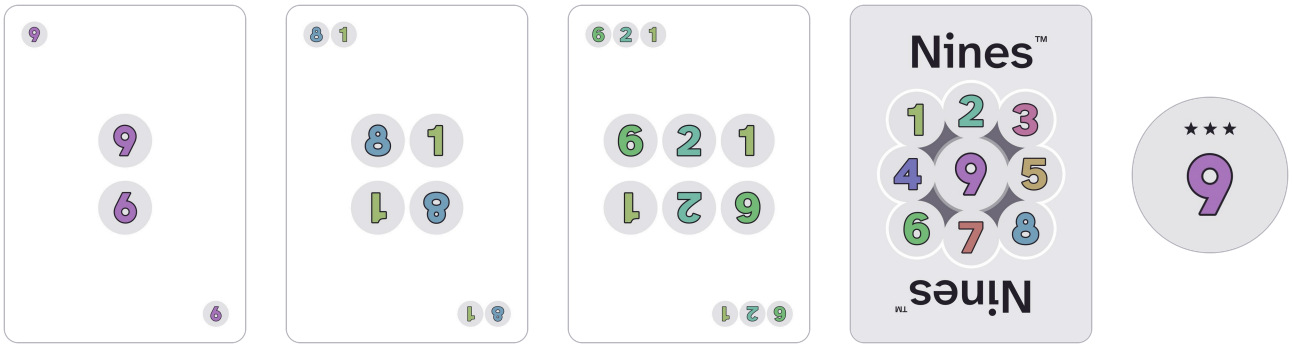
Nines™

PRINT-AND-PLAY EDITION

Nine numbers. Nine showdowns.

1 to 6 players · ages 9 and up · 3 rounds of about 9 minutes



WHAT'S IN THIS FILE

- **The rules sheet,** pages 3 and 4: print it double-sided, or as two pages.
- **72 cards,** nine of each of the eight ways to make nine, then **6 player aids** and **6 variant cards**, all with backs: 10 sheets of nine.
- **27 tokens,** the numbers 1 to 9 in three sets marked with one, two and three stars, with backs: 1 sheet.
- Not in the file: a bag, cup or bowl to keep the tokens in.

HOW TO PRINT

1. Print at **100%** (“actual size”), not “fit to page”. This file is for US Letter paper; there is an A4 one at flightbulb.games.
2. With a duplex printer, print everything **double-sided, flipping on the long edge**, so each sheet's backs land behind it.
3. Without one, print the rules (pages 3 and 4), the fronts (pages 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25) and the pages with backs of their own (pages 22, 24, 26): glue those behind their fronts. The 72 cards play just as well with plain backs.
4. Cut the cards along the crop marks: they sit edge to edge, so one cut separates two. Cut the tokens along their circles. Card stock, or sleeves with an old card behind each, makes the cards easier to shuffle.

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Print as many copies as you like for yourself and your friends; please don't sell them.

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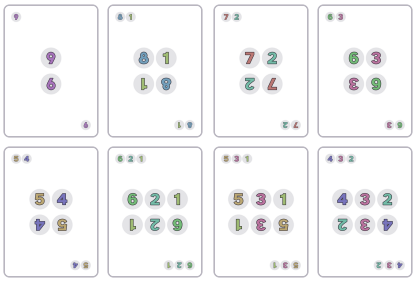
Nines RULES

1 2 3 4 5 6 7 8 9

1 GAME OVERVIEW & OBJECTIVE

1.1 Components

- **72 cards** — nine copies each of eight cards, one for every way to make 9 from different numbers: 9 · 8-1 · 7-2 · 6-3 · 5-4 · 6-2-1 · 5-3-1 · 4-3-2.



The eight cards.

- **27 tokens** — three sets of the numbers 1 to 9, marked with one, two and three stars for the round they belong to. A standard game uses 18 of them: the one-star 1 to 3, the two-star 1 to 6 and all nine three-star tokens. The Whole Nine Yards and Old School (see §3.1, §3.6) use all 27. The tokens a player wins are their score.



A token from each set: one, two and three stars.

- **1 cloth bag** — for the tokens.
- **6 player aids** — a round at a glance on one side, the numbers that score in each round on the other.
- **6 variant cards** — one for each variant in chapter 3, with its rules.

1.2 Players 2 3 4 5 6

Two to six. More can play if each is dealt fewer than 12 cards, though it gets hard to score any points at high player counts.

The circles beside a heading are the numbers of players it suits; the brightest are best.

1.3 Objective

Score the most points over three rounds. Each round, every player plays six cards from a hand of twelve; then the numbers that score that round are called in turn, and whoever played the most of a number wins its token, worth that number in points (see §2.3). Only the 1 to 3 score in the first round, the 1 to 6 in the second, and all nine in the third.

2 PLAYING A ROUND

2.1 The Deal

Before the first round, the players choose a dealer, who shuffles and deals every round, and a caller, who sets out the tokens and calls out the numbers at scoring (see §2.3). Usually the player teaching the game does both. Neither job gives any advantage.

Shuffle the deck and deal 12 cards to each player.

2.2 Choosing Cards

All players, at the same time, choose three of their cards and lay them face down in front of them. Once every player has laid down three, all the cards on the table are turned face up.

Choosing repeats twice more, one card fewer each time — two cards, then one — so that by the end of the round each player has played six cards.

2.3 Scoring

Not every number scores every round. In the first round only the 1, 2 and 3 score; in the second, the 1 to 6; in the third, all nine. Before scoring, the caller sets out the round's tokens — one-star tokens in the first round, two-star in the second, three-star in the third, one for each number that scores — in the middle of the table with any tokens left there from earlier rounds.

Round 1 ★ 1 2 3

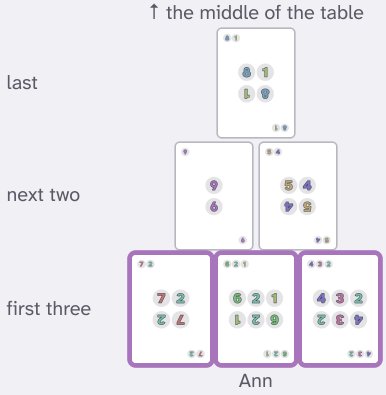
Round 2 ★★ 1 2 3 4 5 6

Round 3 ★★★ 1 2 3 4 5 6 7 8 9

2.3 Scoring (continued)

The caller then calls out, "Who has the most ones?" Each player counts the ones among their six played cards, and whoever has the most takes every 1 token in the middle. Scoring continues the same way through each number that scores this round, in order. Each token is worth its number in points, whatever its stars, so a 9 token scores nine, and the tokens a player has taken are their score.

Ties are unfavorable: if two or more players tie for the most, each of them takes one token of that number only if there are enough for one each, and any left over stay in the middle; if there aren't enough, they all stay. A number no one played stays in the middle too. Tokens left in the middle carry into the next round, so if the 2 goes unclaimed in the first round, two 2s are up for grabs in the second. Any tokens still in the middle after the last round are out of the game.

> **Example: a tie** §2.3
> In the second round the 1 to 6 score. Here are Ann's six cards, laid out as most players do: her first three nearest her, her next two above, and her last at the top, nearest the middle of the table.
>
> To count her 2s she looks across all six cards: the 7-2, the 6-2-1 and the 4-3-2 each have one, so she has three. Ben also has three 2s and Cat has one, so Ann and Ben tie for the most. A 2 token was left in the middle from the first round, so with this round's there are two: enough for one each, and Ann and Ben each take one.
>
> 
>
> Ann's six cards; the three with a 2 are outlined.

2.4 The Next Round

Shuffle all the played cards back into the draw pile. Each player keeps the six cards they did not play and is dealt back up to 12 cards.

2.5 How Many Rounds

Play three rounds: the 1 to 3, then the 1 to 6, then all nine (see §2.3). After the third round, the player whose tokens add up to the most points wins.

3 VARIANTS

These are optional rules, not part of the standard game. Each has its own card in the box.

3.1 The Whole Nine Yards 2 3

Every number, every round, and the stars multiply.

3.2 Odd One Out 2

Each round one number sits out, and its token waits for whoever's ready.

3.3 Up Your Sleeve 2 3 4 5

Hide one card from the first deal and spring it when it counts.

3.4 Buried Treasure 2 3

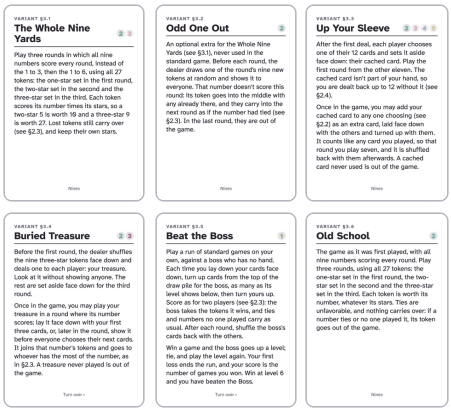
Everyone hides a three-star token: dig yours up when you can win it, or someone else will.

3.5 Beat the Boss 1

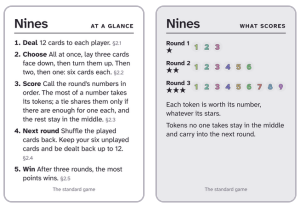
Play alone against a boss that grows a card stronger with every game you win.

3.6 Old School 2

The game as it was first played: every number scores, every round.

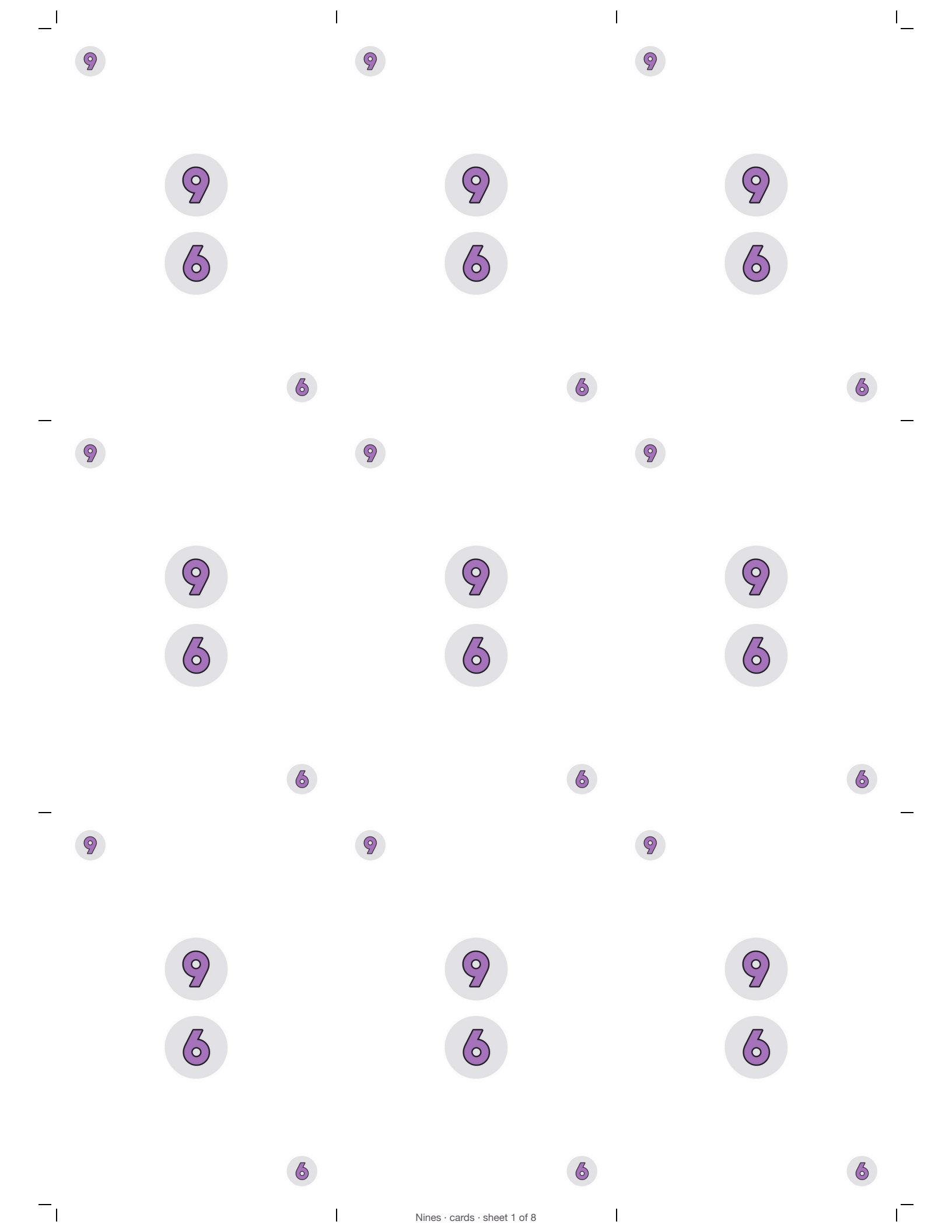


The six variant cards.

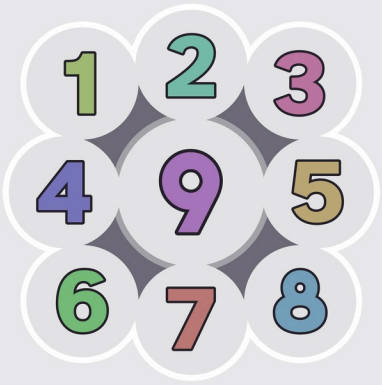


A player aid, both sides.

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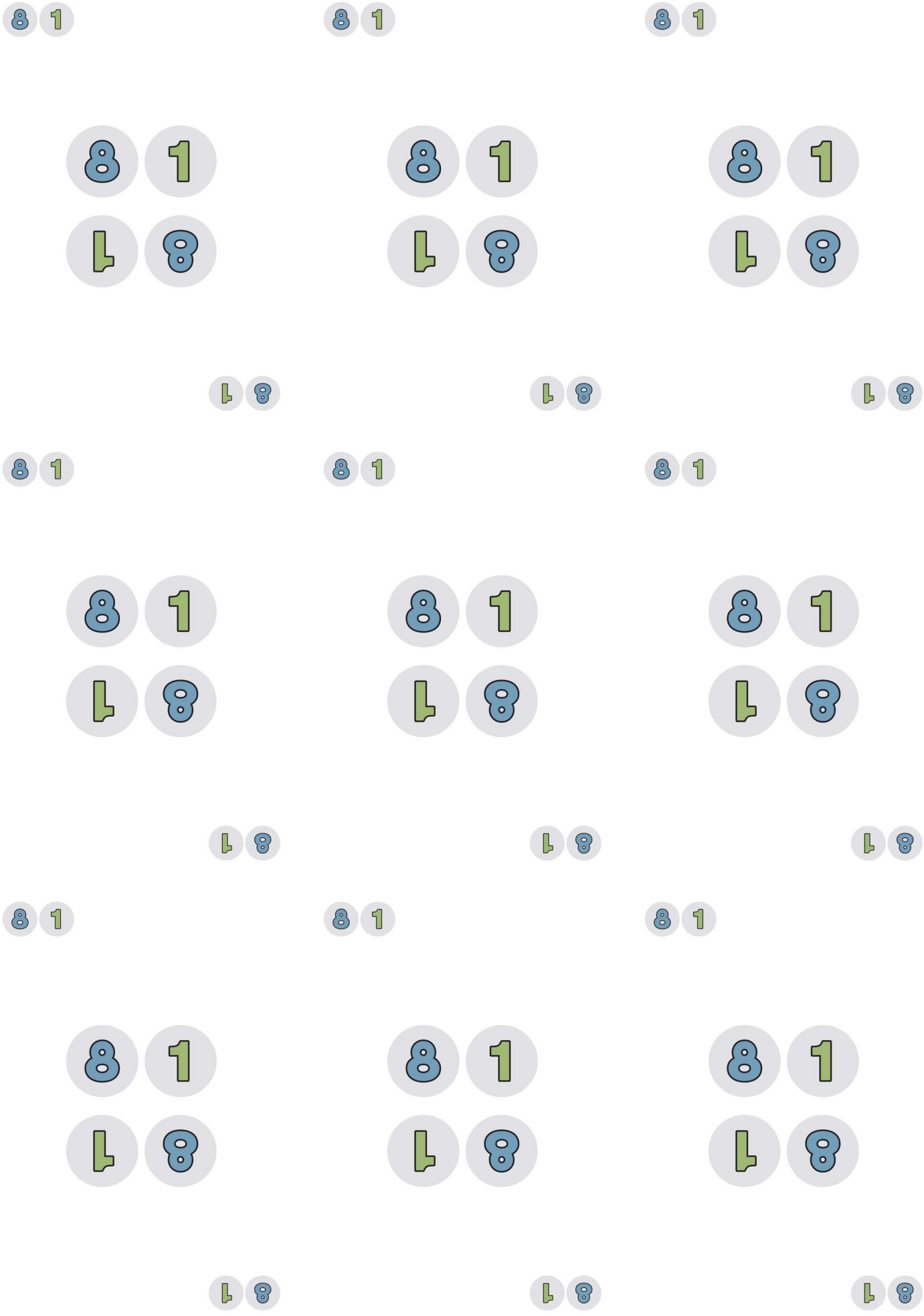
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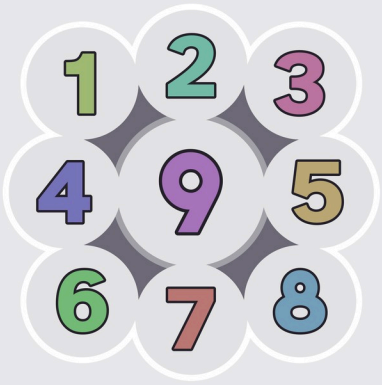

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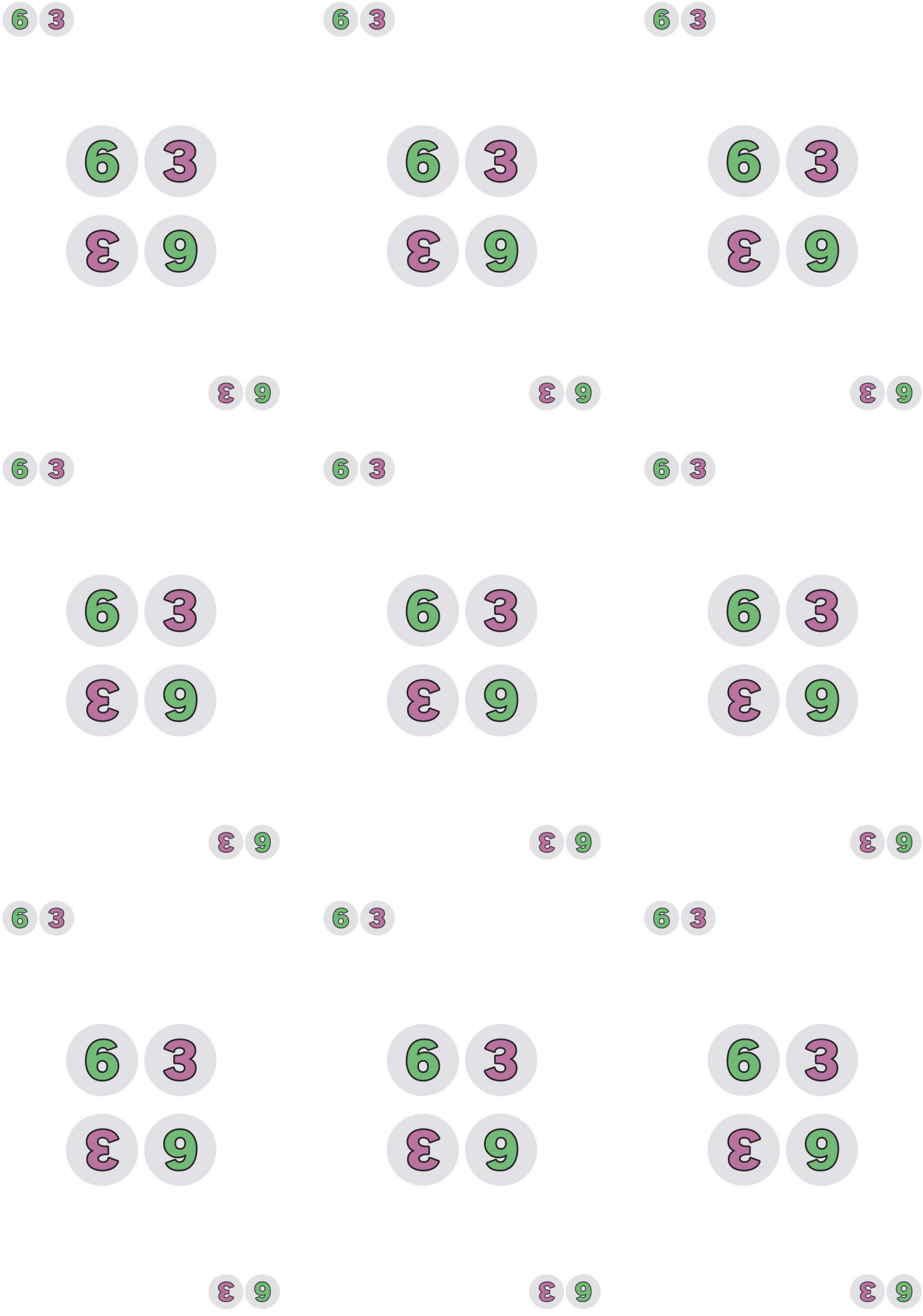
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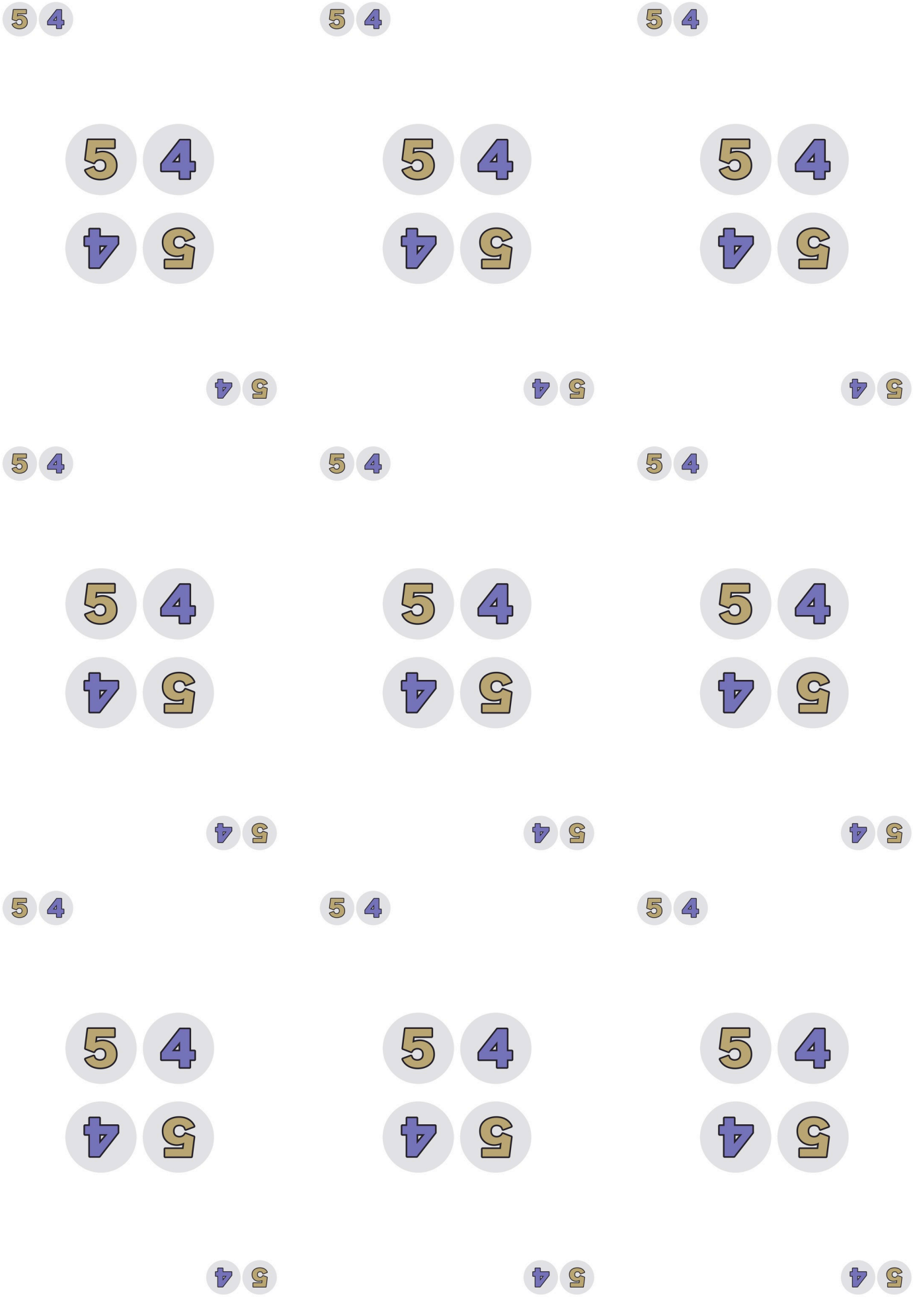
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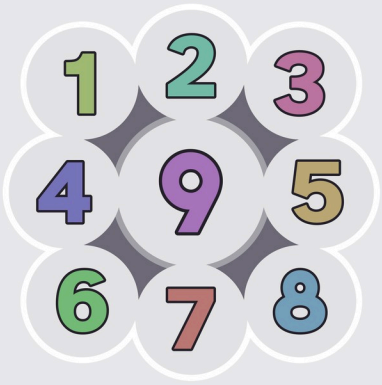
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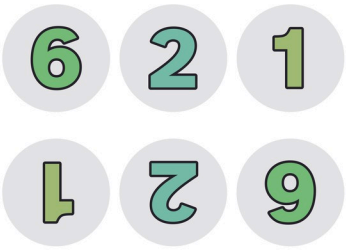
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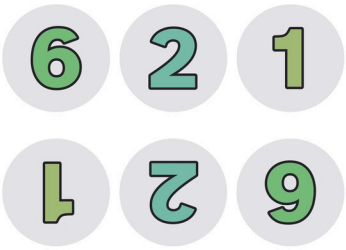
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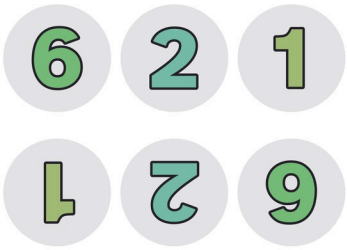
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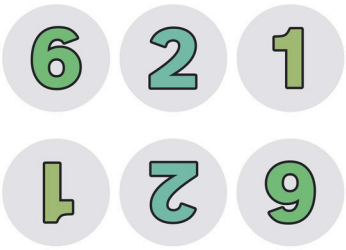
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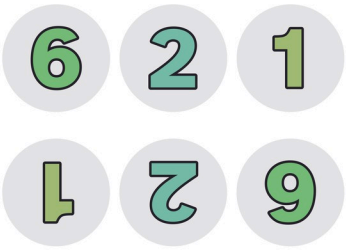
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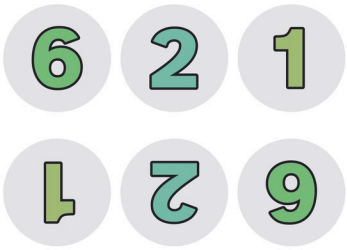
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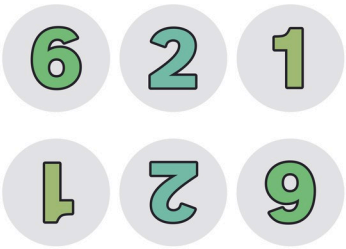
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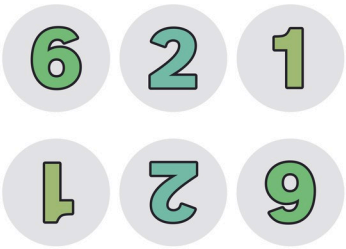
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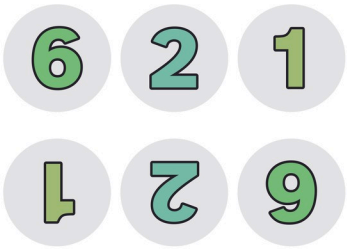
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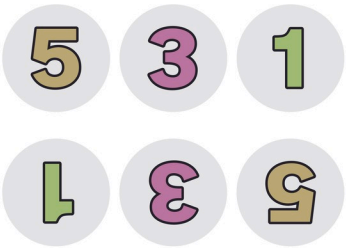
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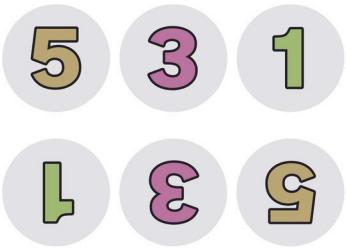
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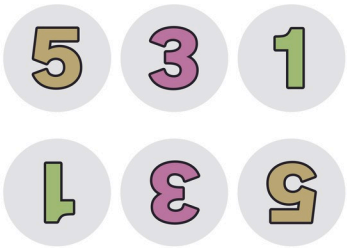
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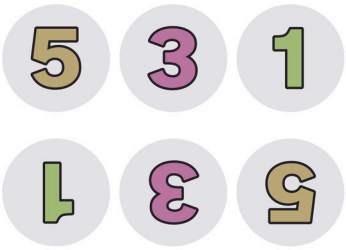
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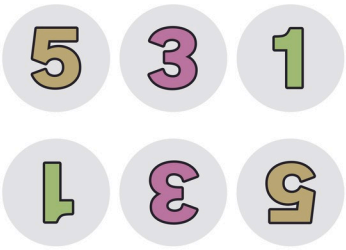
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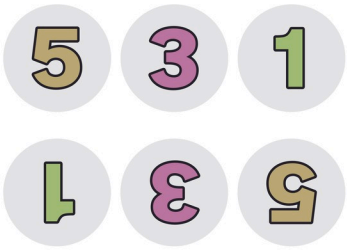
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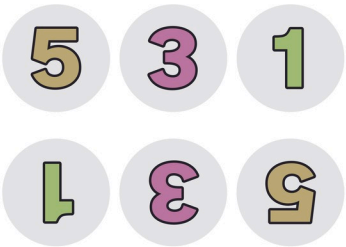
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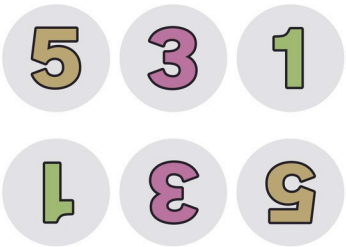
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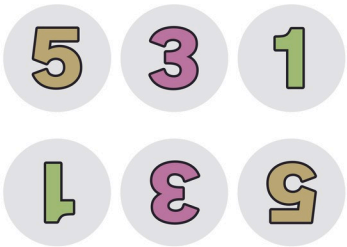
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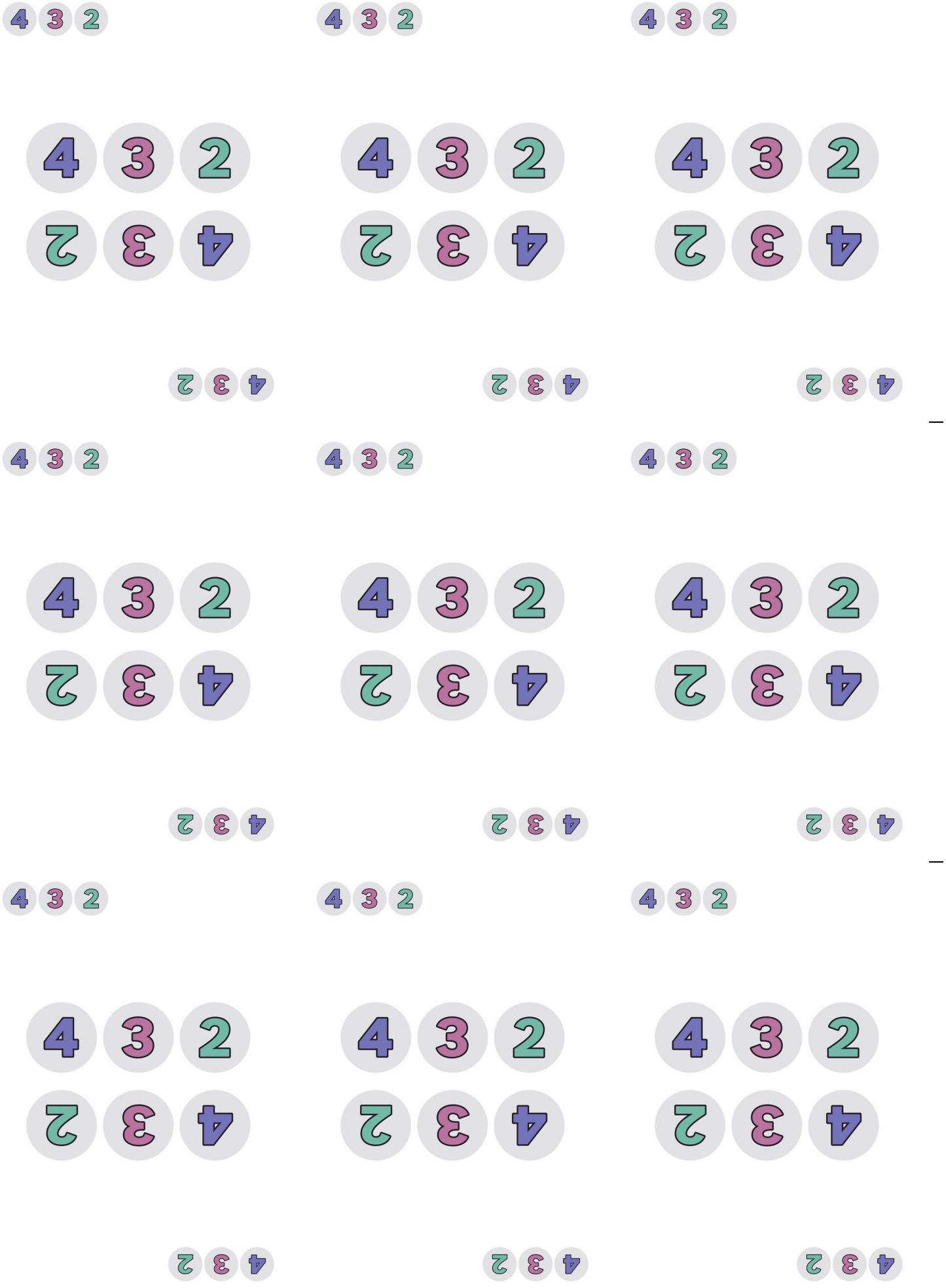
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Nines — AT A GLANCE

1. **Deal** 12 cards to each player. §2.1
2. **Choose** All at once, lay three cards face down, then turn them up. Then two, then one: six cards each. §2.2
3. **Score** Call the round's numbers in order. The most of a number takes its tokens; a tie shares them only if there are enough for one each, and the rest stay in the middle. §2.3
4. **Next round** Shuffle the played cards back. Keep your six unplayed cards and be dealt back up to 12. §2.4
5. **Win** After three rounds, the most points wins. §2.5

The standard game

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1. **Deal** 12 cards to each player. §2.1
2. **Choose** All at once, lay three cards face down, then turn them up. Then two, then one: six cards each. §2.2
3. **Score** Call the round's numbers in order. The most of a number takes its tokens; a tie shares them only if there are enough for one each, and the rest stay in the middle. §2.3
4. **Next round** Shuffle the played cards back. Keep your six unplayed cards and be dealt back up to 12. §2.4
5. **Win** After three rounds, the most points wins. §2.5

The standard game

VARIANT §3.1

The Whole Nine Yards

2 3

Play three rounds in which all nine numbers score every round, instead of the 1 to 3, then the 1 to 6, using all 27 tokens: the one-star set in the first round, the two-star set in the second and the three-star set in the third. Each token scores its number times its stars, so a two-star 5 is worth 10 and a three-star 9 is worth 27. Lost tokens still carry over (see §2.3), and keep their own stars.

Nines

VARIANT §3.2

Odd One Out

2

An optional extra for the Whole Nine Yards (see §3.1), never used in the standard game. Before each round, the dealer draws one of the round's nine new tokens at random and shows it to everyone. That number doesn't score this round: its token goes into the middle with any already there, and they carry into the next round as if the number had tied (see §2.3). In the last round, they are out of the game.

Nines

VARIANT §3.3

Up Your Sleeve

2 3 4 5

After the first deal, each player chooses one of their 12 cards and sets it aside face down: their cached card. Play the first round from the other eleven. The cached card isn't part of your hand, so you are dealt back up to 12 without it (see §2.4).

Once in the game, you may add your cached card to any one choosing (see §2.2) as an extra card, laid face down with the others and turned up with them. It counts like any card you played, so that round you play seven, and it is shuffled back with them afterwards. A cached card never used is out of the game.

Nines

Nines

WHAT SCORES

Round 1 ★ — 1 2 3

Round 2 ★★ — 1 2 3 4 5 6

Round 3 ★★★ — 1 2 3 4 5 6 7 8 9

Each token is worth its number, whatever its stars.

Tokens no one takes stay in the middle and carry into the next round.

The standard game

Nines

WHAT SCORES

Round 1 ★ — 1 2 3

Round 2 ★★ — 1 2 3 4 5 6

Round 3 ★★★ — 1 2 3 4 5 6 7 8 9

Each token is worth its number, whatever its stars.

Tokens no one takes stay in the middle and carry into the next round.

The standard game

Nines

WHAT SCORES

Round 1 ★ — 1 2 3

Round 2 ★★ — 1 2 3 4 5 6

Round 3 ★★★ — 1 2 3 4 5 6 7 8 9

Each token is worth its number, whatever its stars.

Tokens no one takes stay in the middle and carry into the next round.

The standard game

Nines

WHAT SCORES

Round 1 ★ — 1 2 3

Round 2 ★★ — 1 2 3 4 5 6

Round 3 ★★★ — 1 2 3 4 5 6 7 8 9

Each token is worth its number, whatever its stars.

Tokens no one takes stay in the middle and carry into the next round.

The standard game

Nines

WHAT SCORES

Round 1 ★ — 1 2 3

Round 2 ★★ — 1 2 3 4 5 6

Round 3 ★★★ — 1 2 3 4 5 6 7 8 9

Each token is worth its number, whatever its stars.

Tokens no one takes stay in the middle and carry into the next round.

The standard game

VARIANT §3.3

Up Your Sleeve

2 3 4 5

Nines

VARIANT §3.2

Odd One Out

2

Nines

VARIANT §3.1

The Whole Nine Yards

2 3

Nines

VARIANT §3.4

Buried Treasure 2 3

Before the first round, the dealer shuffles the nine three-star tokens face down and deals one to each player: your treasure. Look at it without showing anyone. The rest are set aside face down for the third round.

Once in the game, you may play your treasure in a round where its number scores: lay it face down with your first three cards, or, later in the round, show it before everyone chooses their next cards. It joins that number's tokens and goes to whoever has the most of the number, as in §2.3. A treasure never played is out of the game.

Turn over ›

VARIANT §3.5

Beat the Boss 1

Play a run of standard games on your own, against a boss who has no hand. Each time you lay down your cards face down, turn up cards from the top of the draw pile for the boss, as many as its level shows below, then turn yours up. Score as for two players (see §2.3): the boss takes the tokens it wins, and ties and numbers no one played carry as usual. After each round, shuffle the boss's cards back with the others.

Win a game and the boss goes up a level; tie, and play the level again. Your first loss ends the run, and your score is the number of games you won. Win at level 6 and you have beaten the Boss.

Turn over ›

VARIANT §3.6

Old School 2

The game as it was first played, with all nine numbers scoring every round. Play three rounds, using all 27 tokens: the one-star set in the first round, the two-star set in the second and the three-star set in the third. Each token is worth its number, whatever its stars. Ties are unfavorable, and nothing carries over: if a number ties or no one played it, its token goes out of the game.

Nines

VARIANT §3.6

Old School

2

Nines

VARIANT §3.5, CONTINUED

Beat the Boss 1

Level	1	2	3	4	5	Boss
Boss's cards	3-2-1	3-2-2	3-3-2	3-3-3	4-3-3	**4-4-3**

With the Whole Nine Yards (see §3.1), level 4 is the Boss.

Nines

VARIANT §3.4, CONTINUED

Buried Treasure 2 3

In the third round, the caller sets out the set-aside tokens face down and turns them up at scoring; only their numbers, any treasures played and any tokens carried over score.

With the Whole Nine Yards (see §3.1), a treasure may be played in any round, and is worth its number times that round's stars.

Nines


★ 1
★ 2
★ 3
★ 4
★ 5
★ 6
★ 7
★ 8
★ 9
★★ 1
★★ 2
★★ 3
★★ 4
★★ 5
★★ 6
★★ 7
★★ 8
★★ 9
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