Rulebook

NUMBER Drop

Florian Sirieix
&
Benoit Turpin

NUMBER Drop

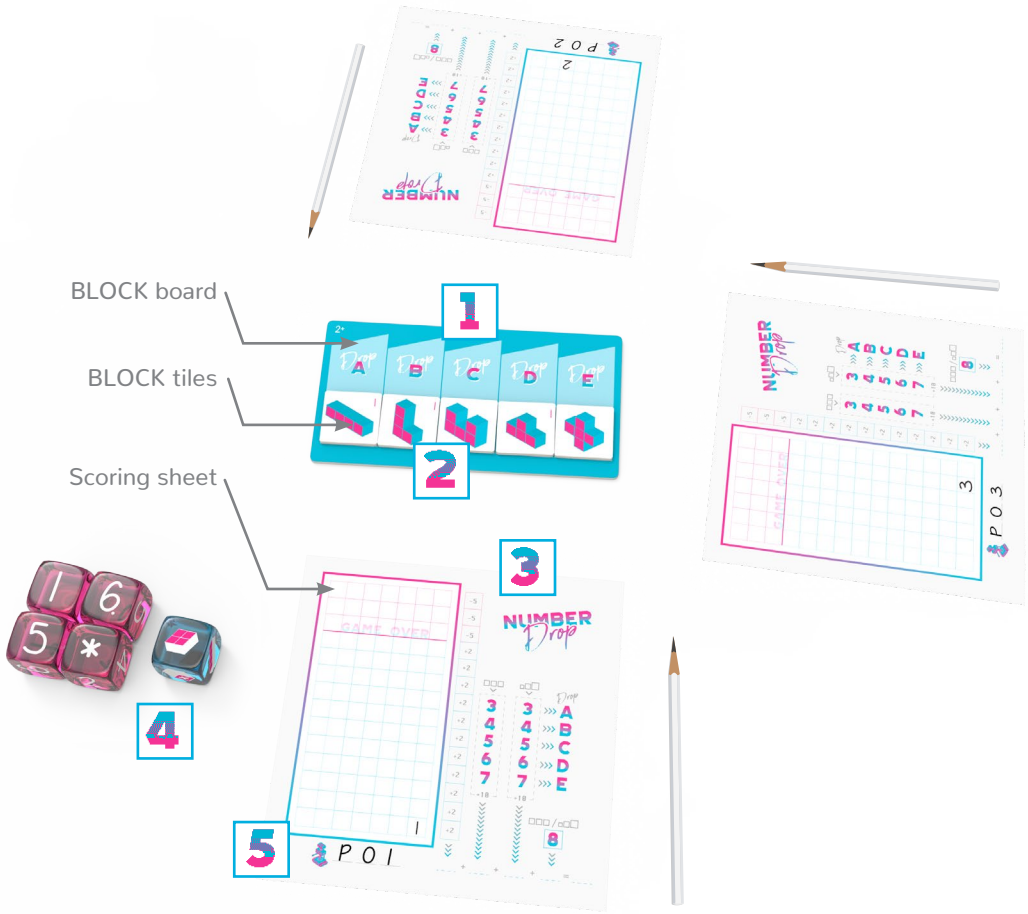
Goal of the game

Drop shapes in the right places to create combinations of identical or consecutive numbers on the grid. Be the most efficient and drop penalties onto your opponents !
As soon as a player reaches the Game Over line, the game ends and whoever has the most points is the winner. Will you reach the ultimate score of 100 ?

Set Up for a multiplayer game

1. The BLOCK board is set at the center of the table, on its multiplayer blue side (2+).
2. The 5 BLOCK tiles are randomly placed (on either side) on the 5 slots of the board.
3. Each player takes a score sheet and a pencil (not included).
4. The active player is the one who has played video games first. They grab the dice.
5. Without rolling the dice, the first player places a “1” anywhere on their lowest line on the grid. The player to their left places a “2” on their grid and so on. Each player writes their name with three letters at the bottom of the grid.

3-player set up example



Game turn

PHASE 1: ROLL THE DICE

The active player rolls the 5 dice.

PHASE 2: BLOCK OTHERS

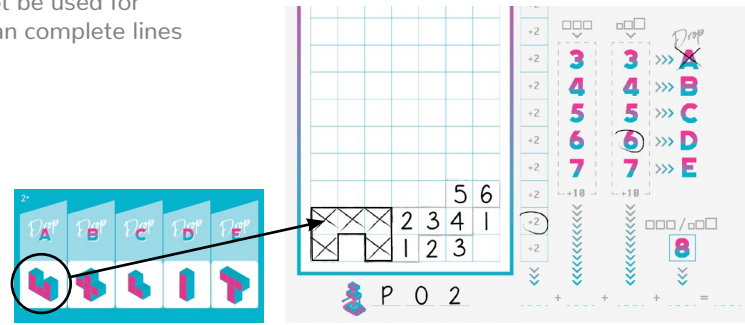
A BLOCK is a penalty shape that will hinder the opponents. Its activation is described on phase 4. Phase 2 occurs only if there are active BLOCKS (circled but not crossed off) and if there is at least one star on the dice roll. Otherwise, go to phase 3.

> Check all the circled BLOCKS of all the players. If there are several circled BLOCKS, only take into account the one (not crossed off) on the higher line (A, then B, then C...). The other active BLOCKS will be taken into account the next time there is a star in the dice results.

> All the players that have not circled that BLOCK must then drop the corresponding shape on the board into their grid. The shape is composed of X s. It can be rotated or flipped freely, and it follows the shape placement rules (see phase 3).

> Once the shape is placed, it is circled. It cannot be used for combinations but can complete lines (see phase 5).

Here the A Block is dropped onto player 2's grid



> Then, all players cross off the penalty Block on their score sheets and the tile is removed from the board. It cannot be used again (but players can still create the matching combinations for scoring purposes).

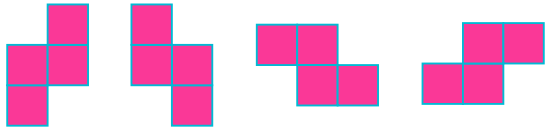
> The turn is over. The player to the left of the active player becomes the new active player and starts a new turn on phase 1.

PHASE 3: DROP A SHAPE

Each player, simultaneously, chooses the way they want to combine the dice (in their head) before writing down the result on their sheet :

> They must use the 4 numerical dice for their value.

> They must use those values by placing them in the shape indicated by the shape die, in any orientation. The shape can be turned and flipped :



> The stars are wilds : on a numerical die, each player can pick any number between 0 and 9. On the shape die, each player can choose the shape they want among the shapes present on the die.

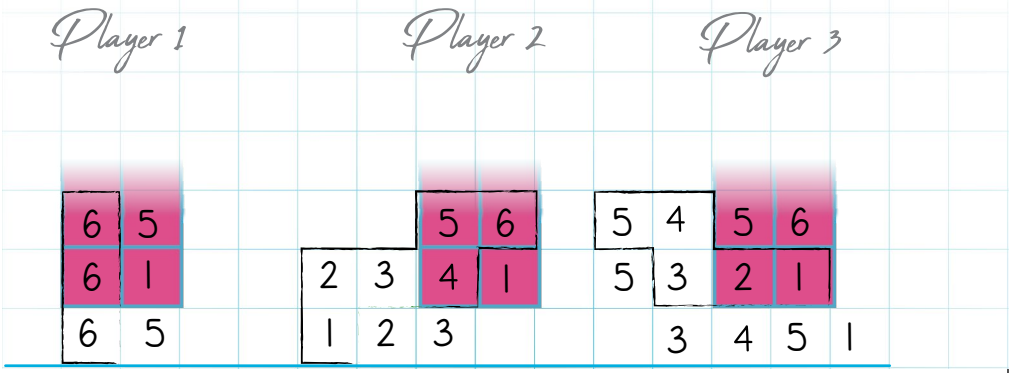
The game is played simultaneously. However, if for some reason, a decision by a player is dependent on the others, complete the turn (phase 3) in clockwise order, starting with the active player.

Phase 3 Example

Once the shape is created, each player "drops" it from the top of the grid by using the gravitation principle (falling from top to bottom), and by respecting the following rules :

- Shapes are dropped (in their head) by using gravity, so on a straight line, vertically from the top of the grid.

- Shapes go as far down as they can. It means that, after landing, there can be holes below them.



Here the dropped shape is a square. The players can use it to create a combo (phase 4).

PHASE 4 : CREATE A COMBO

Every player can create only one combination each turn, starting from the active player. There are 3 types of combinations one can create :

- A combo of 3 to 7 identical numbers.

- A combo of 3 to 7 consecutive numbers.

- A bonus combo of either 8 consecutive numbers or 8 identical numbers.

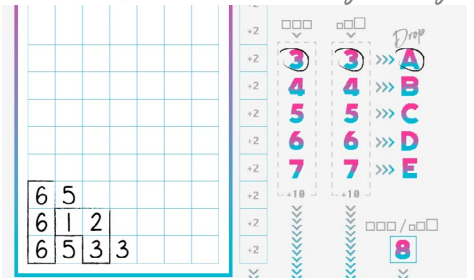
- Combinations are composed of adjacent numbers on the players grid. These numbers must be connected without using diagonals. Numbers already used in other combos (and thus circled) cannot be used again. Consecutive numbers must be in ascending / descending order, with any starting value (not just 1).

- Players can only create one combination during each round : they circle the combination on the grid and on the score track. The value of a combination is equal to the total of numbers used in the combination. A combination of 6 identical numbers is worth 6 points.

A player cannot create multiple instances of the same combination (same type and same value).

BLOCK activation :
If a player creates both combos of the same size (for example 3 consecutive & 3 identical numbers), they can circle the BLOCK, on the right of the corresponding combinations (if it hasn't been crossed off before). That will activate a potential penalty for their opponents. (See phase 2).

Here the A Block is activated by the player



PHASE 5: END THE TURN

> Each player checks if they completed one or more lines with any number or ✕s. In that case, they can circle the "+2 " box at the right end of each line. They cannot circle the "+2" box if there is a hole in the line.

> Then each player checks if they have crossed the Game Over line. In that case, they circle the "-5" box of each line with at least one number on it.
The game ends immediately.
Otherwise, the player at the left of the active player becomes the new active player and a new turn begins at phase 1.

End of the game

The game ends when one or more players have crossed the Game Over line. The turn ends, then :

> If a player has managed to fill an entire column of identical or consecutive number combinations, they earn a bonus of 10 points for each of these columns.

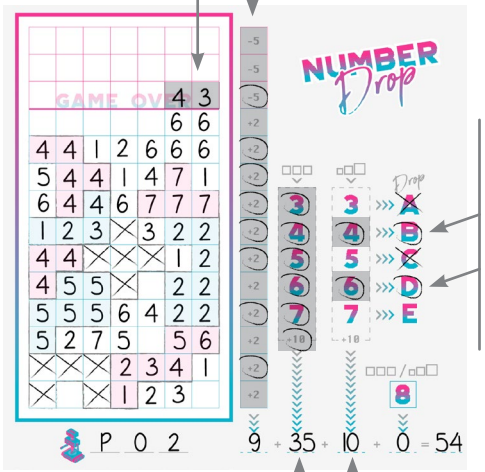
> Players add up their points for each of their combinations and their column & line bonuses (each completed line is worth 2 points). The player with the most points is the winner.

In case of a tie, players share a well-deserved victory.

Example of an end game for player 2

Player 2 has put an end to the game by placing their last shape beyond the Game Over line. Scoring can then happen.

There are 7 completed lines (with numbers and ✕s) so 14 points, minus 5 points for having reached one of the final lines. So a 9 point total.



Player 2 protected themselves from the penalties of the B & D BLOCKS by creating both combinations of these sizes. They also suffered 2 penalties (A & C).

Player 2 has managed to create all the combos of identical numbers from 3s to 7s. They score 25 points, and an additional bonus of 10 points. So 35 points.

Player 2 has also created 2 combinations of 4 & 6 consecutive numbers so 10 points here.

Solo Mode

> The goal of the game is to have the highest score. Try beating Benoit first. It shouldn't be too hard...

> The game ends when a player has slid down all the BLOCK tiles or when the player has crossed the Game Over line.

> The game is played as in the multiplayer version, except for the following rules :

> During set-up, the board is turned on its pink side (1), and the tiles are used on their solo side (1).

> Tiles are placed randomly on the highest slot of each column.

> Each turn, the player rolls the dice.

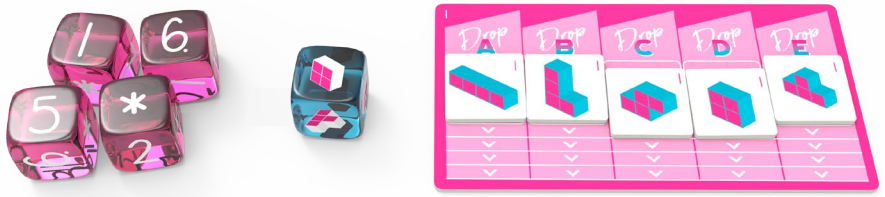
> Then they must slide down one tile of the board to the next notch. They can pick any tile.

> Then, if there's at least one star on the rolled dice, they must slide down one notch the BLOCK tile indicated on the shape die. If the star is on the shape die, they can slide down any BLOCK tile one notch. So each turn, the player slides down at least one tile by one notch, and at most, 1 tile by 2 notches or 2 tiles by one notch, whatever the number of stars on the dice.

HIGH SCORES

RANK	NAME	SCORE
1ST	CHE	99
2ND	FLO	92
3RD	MUM	75
4TH	DAD	61
5TH	LU6	55
6TH	BRO	46
7TH	NOO	34
8TH	GUI	27
9TH	BEN	13

Example of a turn in Solo Mode



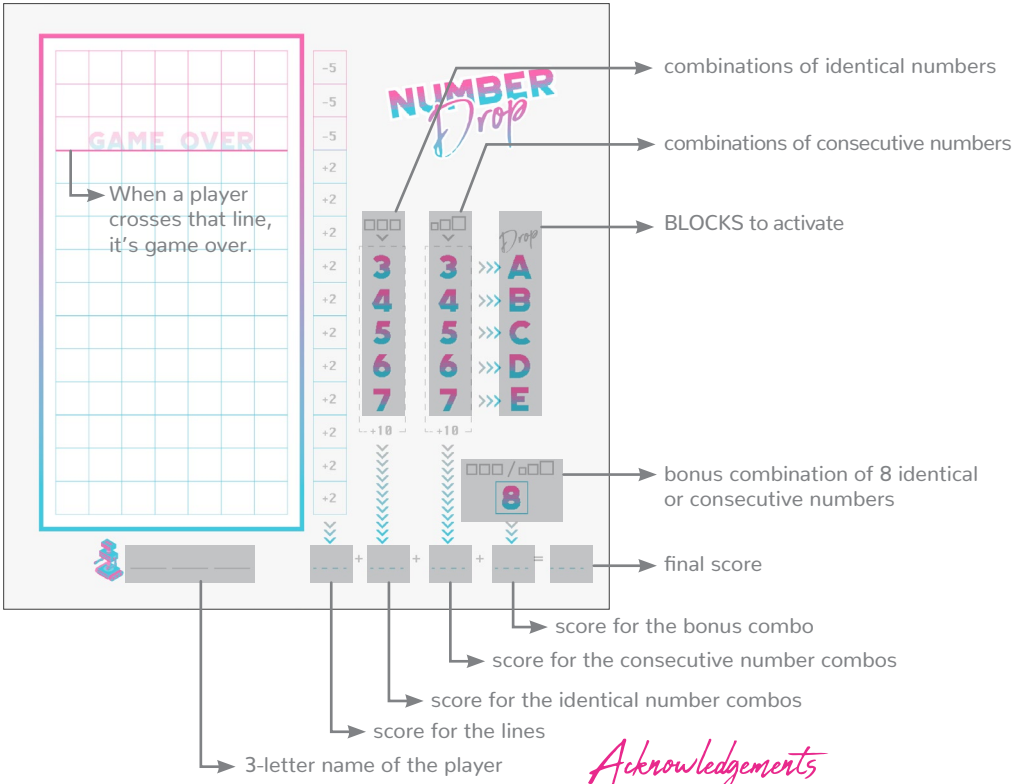
The player first chooses to slide down the C Block tile. Then they must slide down the D Block tile one notch since there is a star on the dice and the D shape is visible on the shape die.

> They can then drop the shape they created with the numerical dice.

> If at any given time, a tile reaches the last notch and reveals the word "GO!", then the BLOCK drops like the penalty BLOCK in the multiplayer game.
However, the solo player does not cancel the turn and then places their own number of their sheet.

> If the player has created both combinations of the same size (for exemple 3 identical or 3 consecutive numbers), they circle the BLOCK on the right and the player is protected against the corresponding penalty. However, they can still continue to slide down this tile.

Score Sheet layout



Acknowledgements

Benoit would like to thank the lockdown for allowing him to avoid Florian for a few months. Florian would like to thank Benoit for making him his co-designer so that the game could be played by other people and not just him.
For the fans of Alekseï Pajitnov : "yes, you can slide".

Débâcle Jeux
www.debacle.fr

L'éditeur remercie Benjamin Treilhou pour les rendus 3D.