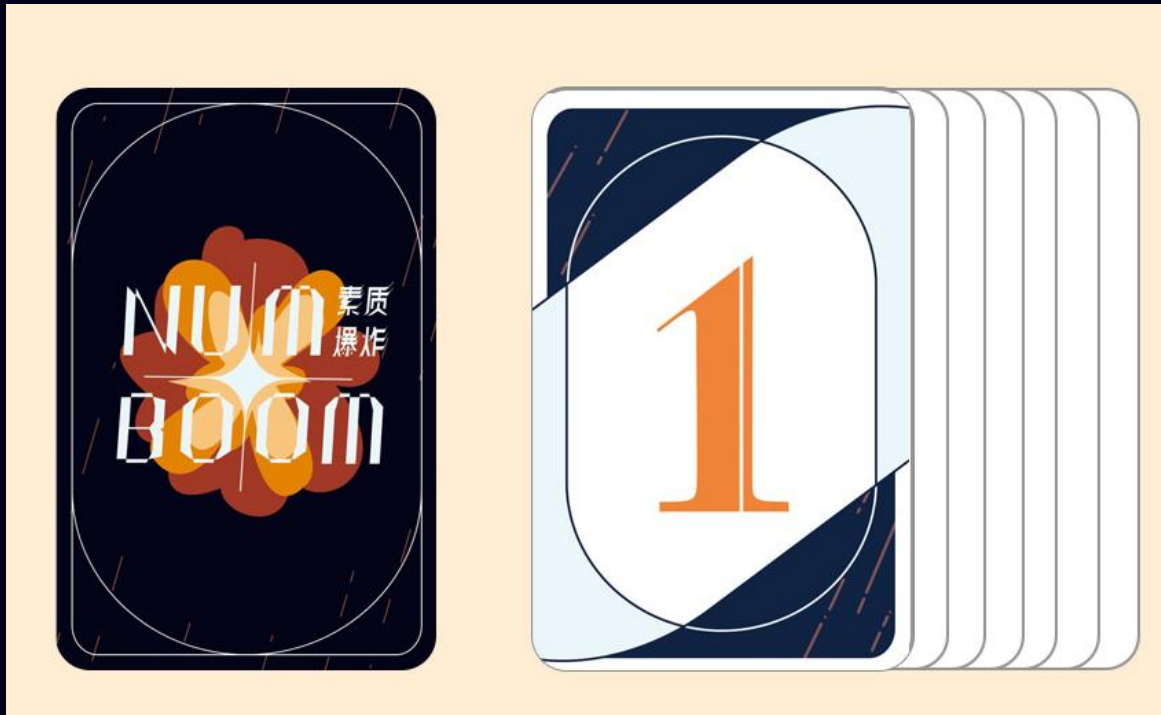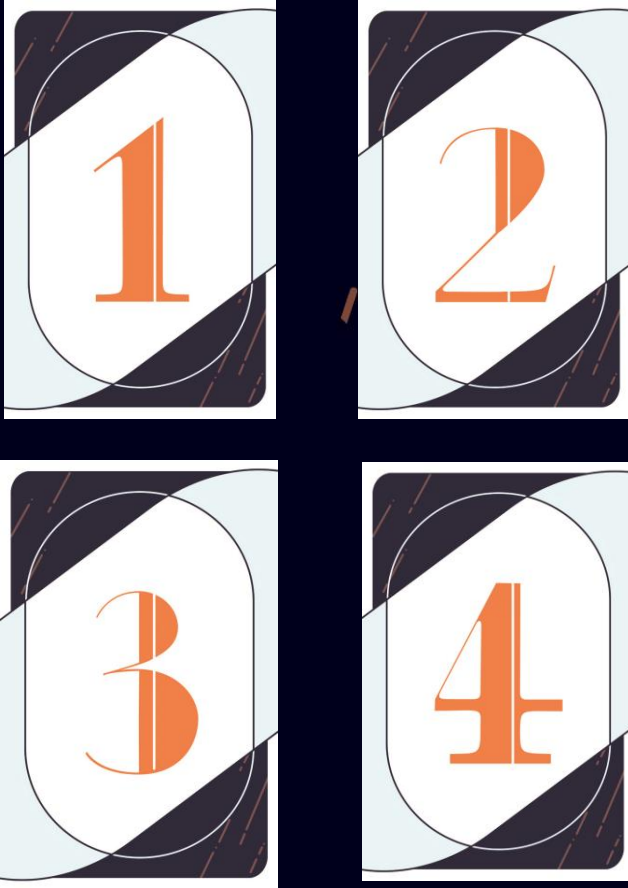# Numboom is a card-based board game

Number of Players:
- 2-10 players
- optimal number being 4-6 players

Estimated Game Duration:
- 10 minutes for a 5-player game
- 20 minutes for more than 6 players
- The duration of a single game session increases with the number of players.

Numboom Card Overview

Number Card

There are four types of number cards.
Each corresponds to one number in 1, 2, 3 or 4.

There are 21 cards with a point value of 1.
There are 20 cards with a point value of 2.
There are 21 cards with a point value of 3.
There are 10 cards with a point value of 4.

Numboom Card Overview

Function Card

6 types of function cards

5 cards for each type
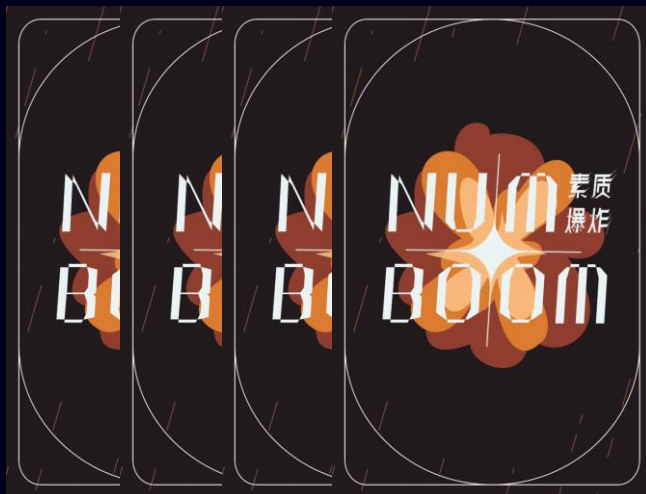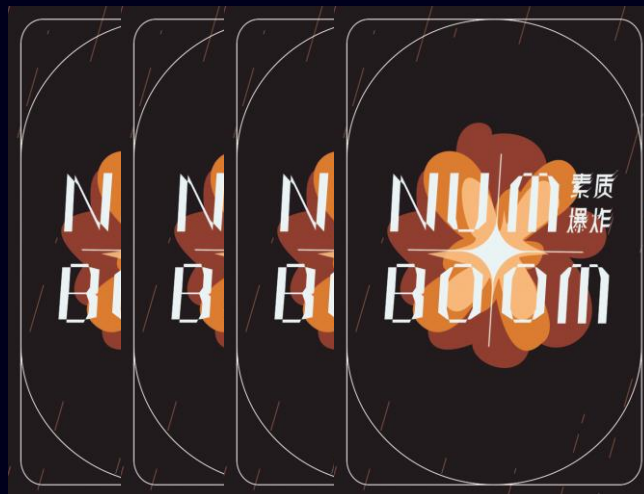
Numboom Card Overview

Bomb Card

5 bomb cards in total

Rules

At the start of the game, each player randomly draws four cards from the deck. Do not show what you get to other players.
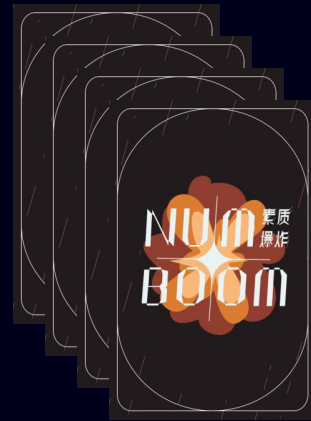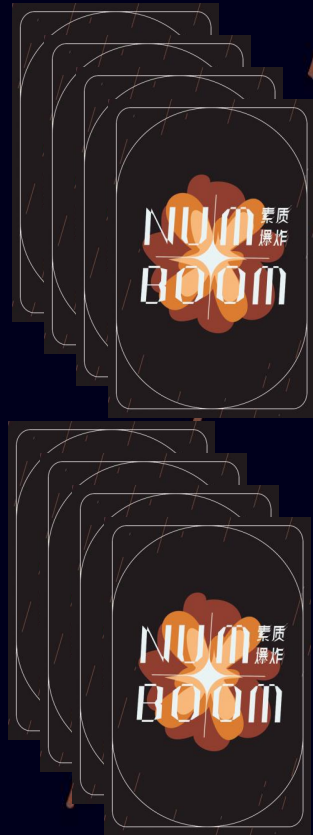

Player A

Player B

Player C

Here, we assume there are 3 players.

Rules

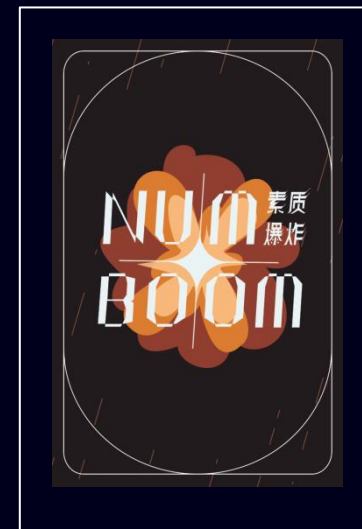If the number of players is n, there will be $n-1$ **cover positions**.
A player can place their number card or bomb card face down on **cover positions**.
Each **cover positions** can only be placed with 1 card simultaneously.

Cover
Position

Cover
Position

Rules

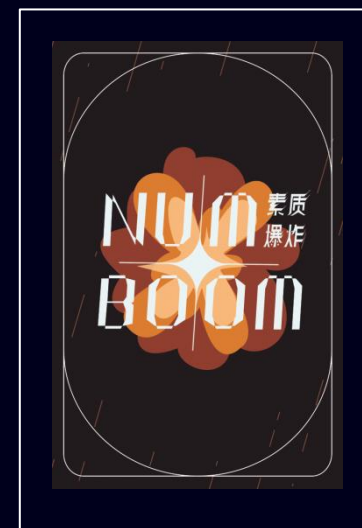In the first round, all players except the last one should place their cards.
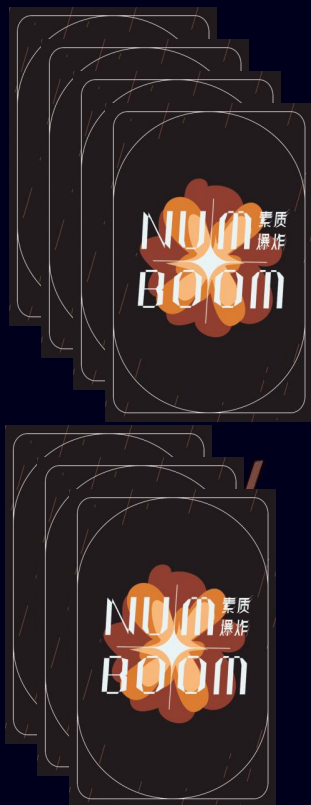
Rules

Then, the last player should choose 1 card on the cover position to turn it over. The number on the card is called the **Death Number**.

Here, the Death Number is 2

Rules

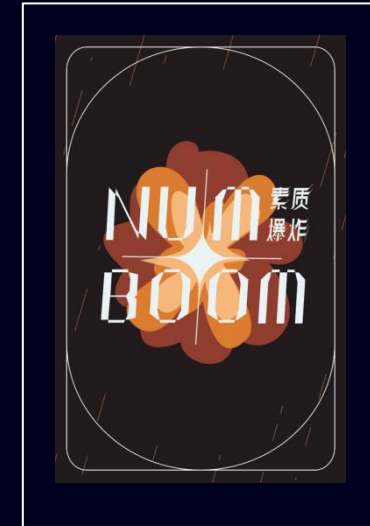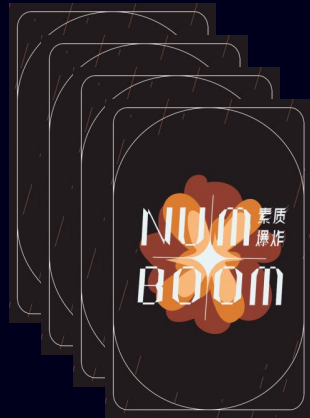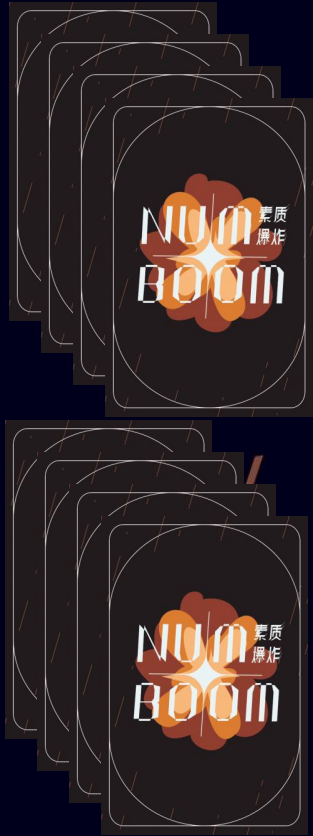After the number is revealed, remove that card from Cover Position.

Cover
Position

Here, the Death Number is 2

Rules

At the beginning of each round, players draw cards to ensure they have 4 cards.

Cover
Position

Here, the Death Number is 2

Rules

Now, each player should do exactly 2 **operations** in their turn.
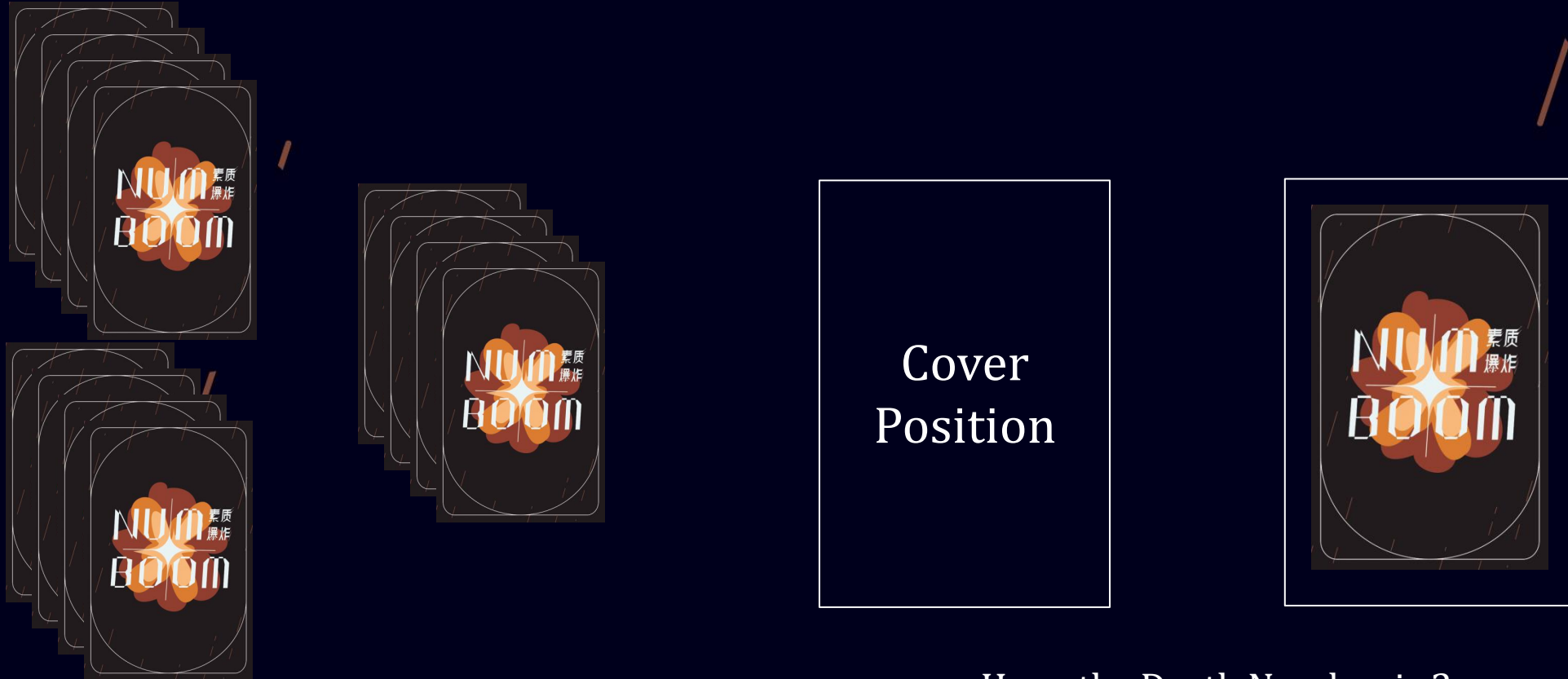
Cover Position

Here, the Death Number is 2

Rules

<u>Operation</u>: player's must perform two operations each turn.
There are three types of operations.

1. **<u>Place</u>**: Place their number card or bomb card face down on an empty cover position.
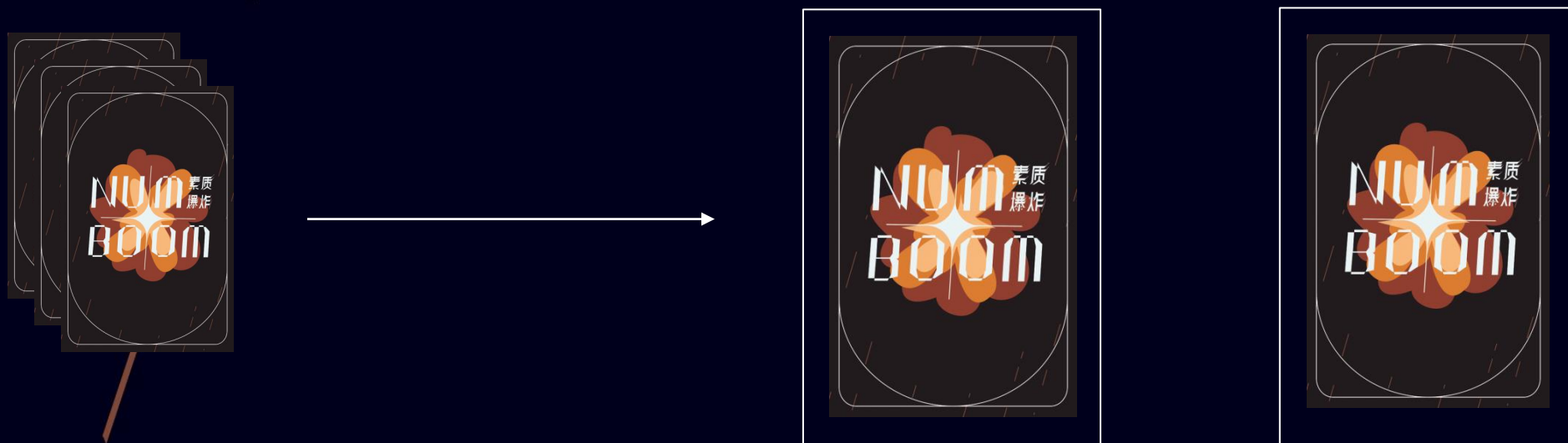
Here, the Death Number is 2

Rules

2. **PEEK**: Player may pick up and peek the number on a card on a cover position and then place it back.
This action can only be performed once per turn, and the viewed card cannot be flipped over in the same turn.

Rules

3. **FLIP**: Flip over a card that is on a Cover Position on the field and remove that card.
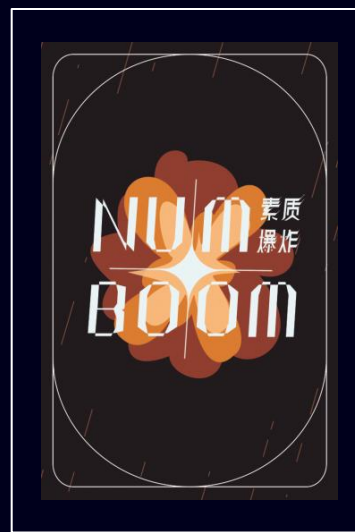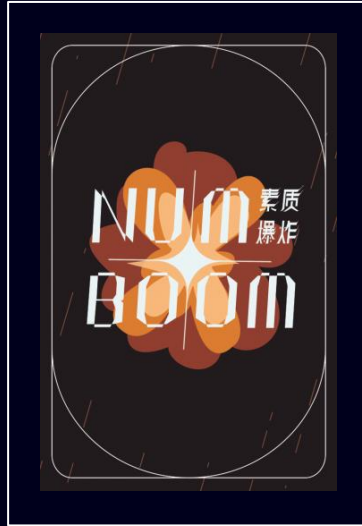If the number on the card flipped by a player, when added to the Death Number, equals 4, then the player is immediately **eliminated** from the game.
Then, number of Cover Position need to minus one.

Here, the Death Number is 2.
2+2 = 4, Player is eliminated.
The Death Number is set to 0 again.

Rules

3. **FLIP**: Flip over a card that is on a Cover Position on the field and remove that card.

If not, the death number is updated to the sum of both cards. For convenience, we often minus the sum of the numbers by 4.
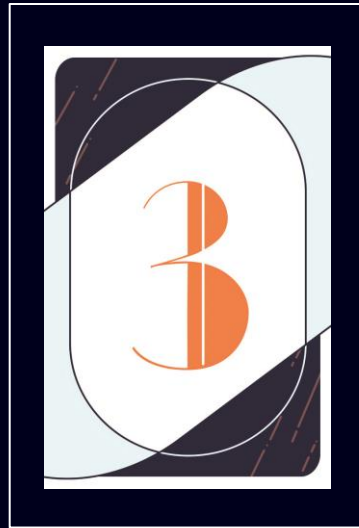
Here, the Death Number is 2.
2+3 = 5 Player is not eliminated.
The Death Number is set to 5-4 = 1 again.

If another player flips a 3 later in the game, 1+3=4, then the player is eliminated.

Rules

These are the basic rules of the game.
Players can also add function cards and bomb cards to the deck.
Unless specifically stated, these cards can be used at any time during a player's turn, and is not viewed as an operation.
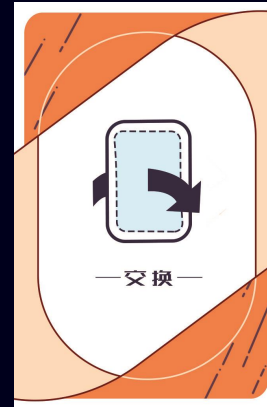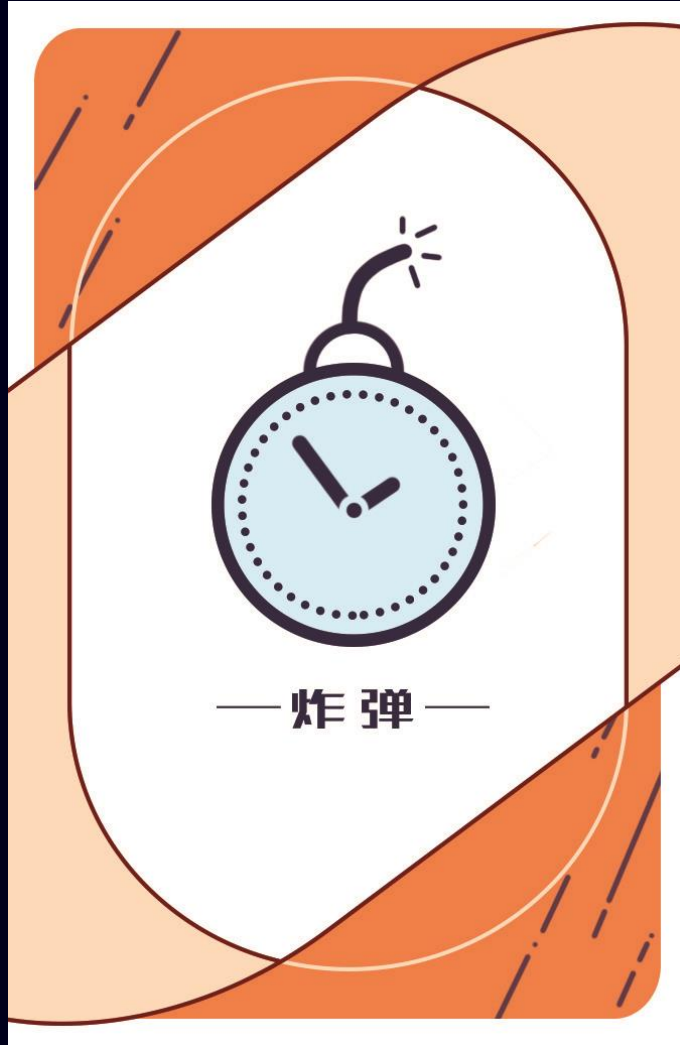
Rules

BOMB:
It is treated as number cards: can be placed on Cover Position.

If a player flips over a "Bomb", they must only perform the operation of card flipping in their next turn.

Rules

STACK:
Allows player to place a card on a Cover Position that is not empty for once.

Using this card itself is not viewed as an operation, however, placing card itself is viewed as an operation

Rules

OBSERVE:
Allows player to the number on a card on a Cover Position.

Different from normal PEEK, OBSERVE is:
1. Not viewed as an operation
2. Could be done multiple times in a turn
3. Player may flip the viewed card in the same turn the card is viewed

Rules

REVERSE:
Immediately reverses the order of players' turns
after the user's turn ends.
Such as from counterclockwise to clockwise
direction or vice versa.

Rules

RESET:
Set current Death Number to any number you like.

It is not viewed as an operation.

Rules

DISRUPT:
All players except the user must turn away or close their eyes to avoid looking at the Cover Position.
The user can then freely rearrange the positions of the cards in the cover area.
They cannot view the number of the cards, though.

Rules

EXCHANGE:
All players pass their cards to the player on their left or right, depending on the user's decision.

Rules

Finally, when there are left with only two players. The game enters "Dual" mode.

The number of Cover Position is set to 2. And all function card is banned. Each player flip one card and then place a card in turn. Other rules stays the same.

The only one left on the field is the winner.

Cover Position	Cover Position