

Instructions
in English

Reinhard Staupe's

Number Chase™

For 2-5 players, Ages 6 to Adult
Playing Time: Approx. 15 minutes

Overview:

In each round a different player is the "Writer." The Writer thinks of a number from 1 to 50 and secretly writes it down on a slip of paper. One at a time, each of the other players tries to guess the number. If the guess is wrong, the number is turned over to reveal a question, and the answer will be a clue to help out the other players. If the guess is correct, the player receives that number card as a point. The first person to collect three cards is the winner!

Advice for parents: Especially when playing with younger children, you should explain the questions that are asked. For example, if the question "Is the number greater than 35?" is answered with yes, you should explain what "greater than 35" means and advise that it only makes sense to make a guess from 36 - 50.

Contents:

50 Cards: Each card is numbered from 1 - 50. On the back of each card there is a question.



Set up:

A pen and a slip of paper will be needed for the game.

Put the 50 game cards on the table as seen to the right.

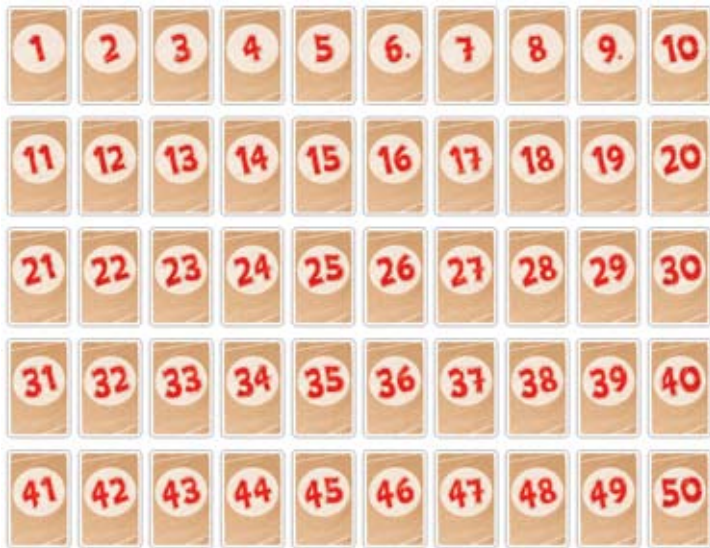
Game Play (for 3-5 players):

Note: The changes for the 2-player game follow at the end of the rules.

The oldest player starts the game as the first Writer. The Writer thinks of a number from 1 to 50 and secretly writes it down on the slip of paper. That player puts the paper face down, so no other players can see it.

The player to the Writer's left goes first, points at one card of their choice, reads the number out loud and asks if this is the secret number. If it is not the secret number, the player turns over the card on the spot (where it stays for the rest of the round) and reads aloud the question. The Writer answers truthfully with "yes" or "no".

Now it is the next player's turn. That player points at one card of their choice and asks if it is the secret number. If it is again not the secret number, the player turns the card over on the spot (where it stays for the rest of the round) and reads aloud the question. The Writer has to answer again truthfully with "yes" or "no".



Note: It is important to remember the answers to all the questions that have been asked in order to find the correct number!

The game continues this way, in clockwise direction, until a player guesses the secret number correctly. That player receives the corresponding card (with the secret number) as a point and puts it in their score pile. That is the end of the round.

It is Maria's turn. Four cards are already turned over. Because of the four answers, Maria already knows that the secret number is even and in the range of 41-50.

Maria points at the 42 and asks, "Is it the forty-two?"

The Writer answers, "No."

Maria turns over the card and reads aloud the question on its back, "Is the number greater than 35?"

The Writer answers, "Yes."

Now it's the next player's turn, Frank. Frank points at the 48 and asks, "Is it the forty-eight?"

The Writer answers, "Yes."

Frank receives the card with the 48 as a point and puts it next to him. The round is over.



When a round is over, all of the cards (except for any that have been claimed as points) are turned over again, number-side up. There should be a gap at any spot where a previous secret number has been. The player to the Writer's left becomes the next Writer. The new Writer thinks of a number from 1 to 50 and secretly writes it down on the slip of paper.

Note: Numbers that have already been guessed correctly in previous rounds are out of the game. In other words, the Writer may only choose numbers that are still on the table.

Now a new round begins, in the same way as described above.

End of the Game:

The first player to collect three cards as points is the winner!

Tip: For a longer game, play until one player has collected five cards.

Game Play (for 2 players):

In each round one player is the Writer, and the other player guesses (in the way as described above). **Note:** The older player is the first Writer. The other player has a maximum of 10 guesses. A round ends (at the latest) when the 10th card is turned over.

- ➔ If the player guesses the secret number correctly by their 5th attempt, they receive two cards as points and put them in their score pile (the card with the secret number and one card of their choice). The round is over.
- ➔ If the player guesses the secret number correctly by their 10th attempt, they receive that card as a point and put it in their score pile. The round is over.
- ➔ If the player does not guess the secret number correctly within 10 attempts, they receive no card as a point and the round is over.

The game continues this way until one player has won 5 cards.

Important: If the younger player (who was the second Writer) has won 5 (or more) cards first, one more round is played in which the younger player is the Writer (in order to give both players an equal chance). Whoever has the most cards in this case is the winner. If in this case both players have the same amount of cards, the game ends in a tie.