# Numbies!™

## The Official Guide

*(The Numbies!™ Official Guide is written by Kevin Mead, Maximo Catala, and Ryan Gurry. Original concept of Numbies!™ created by Kevin Mead, Ryan Gurry, Maximo Catala, and Ethan Gurry.)*

If you have any questions, concerns, or suggestions about Numbies!™ just shoot an email to_____@gmail.com !

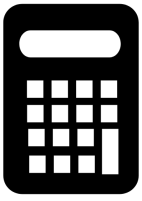
# *Introduction*

Welcome to the Numbies!™ Official Guide! Within the contents of this guide you will learn the basic structure of the game, how to get a game started with your friends, what rules to follow while playing, how to fairly supplement for mishaps or cheating, and even how to keep the game going even while you're not with your friends! It's simple! It's Numbies! Just make sure to read the whole guide before you start playing, otherwise things could get tricky!

# *Tools of the Trade*

Numbies!™ can get a little complicated if you don't keep track of what's happening! Keep these tools handy to speed up your gameplay!

***Pencil and Paper:*** A Pencil and Paper will help you keep track of all the Numbies you'll be juggling during your game!



***Calculator:*** If you aren't the fastest mental mathematician, a calculator is indispensable while playing Numbies!™

# *The Objective of Numbies!™*

Numbies!™ is a game of guessing and probability! The objective of the game is to guess the Gamemaster's number. Before the match begins, one player is chosen to be the Gamemaster. The Gamemaster then can picks any number they choose. *(Tip!: Choose a number that is personal to you to make the game interesting! Maybe a Snapchat score, a Tweet impression, or the number of subscribers on your YouTube page!)*

Depending on the number of digits in the chosen number, each player will have a set amount of turns to guess it. *(*the number of turns per digit is listed in the **Rules** section of the guide.)* Each player then begins making guesses one by one in rotation. Teamwork is essential in Numbies!™; the Gamemaster will respond to each guess with either "up" if the guess is too low,  or "down" if the guess is too high. This acts as a hint for the other players.

The final turn is structured differently than the previous turns to add some extra suspense! On their final guess, players will guess one digit at a time. The Gamemaster will respond "yes" or "no" to each incoming digit. However, if the Gamemaster says "no" on a digit, the player has a choice.

They can either:

1. Complete their guess going digit-by-digit. The Gamemaster continues to respond “yes” or no” to each digit. At the end of the guess, the Gamemaster responds “up” or “down” to the guessed number as a whole. In this option, the player guessing has no possible way to win the game, but assists their teammates instead.
2. Or, the player can forfeit their digit-by-digit guess to make a last-chance full number guess. The Gamemaster will only respond “yes” or “no” to this special guess, and therefore does not give any hints to the other players. In this option, the player guessing has a chance of winning the game, but at the cost of not helping their teammates.

If a player correctly guesses the Gamemaster’s number, they are awarded a point value determined by the number of digits within said number. *(*the number of points per digit is listed in the **Rules** section of the guide.)* If no player correctly guesses the Gamemaster’s number, the possible points that could have been won are carried over into the next round, increasing The Pot. For example, if 2 points were available during the first game, no one is victorious, and the second game’s available points are also 2, The Pot is increased to 4, allowing 4 points to be won.

# *Rules to Live By*

1. The number of digits in the Gamemaster's chosen number determines the amount of turns available to the other players. If the number has 1-2 digits, the number of guesses is 1. If the number has 3 digits, the number of guesses is 2. If the number has 4-6 digits, the number of guesses is 3. If the number is 7 digits, the number of guesses is 4. If the number is over 7 digits, the number of guesses is 5.
2. The number of digits in the Gamemaster's chosen number also determines the amount of points that are available to be won per game by the other players. If the number has 1-3 digits, the amount of available points is 1. If the number has 4-6 digits, the amount of available points is 2. If the number has 7 or more digits, the amount of available points is 3.
3. If no one successfully guesses the Gamemaster's number, the amount of points the number was worth is carried over into the next game and is stacked on that game's available points. The number of points available to be won per game is called The Pot.
4. When a set of games end, the available points in The Pot is emptied unless a Speed Round is initiated. To begin the Speed Round, the Gamemaster

headcounts the amount of players and multiplies that amount by 2. The Gamemaster picks a random number within that range to act as the chosen number, and has each player guess what it is in a rotation (Note: the Gamemaster must be silent while the players make their guesses). The first player to guess the correct number wins the contents of The Pot.

# *Vocabulary List*

The Gamemaster:

The Pot:

Up:

Down:

In Range:

Speed Round:

The Fairness Formula:

# *Supplementing for Mishaps or Cheating*

If the answer is accidently revealed before the end of the round (whether it be a mistake by the Gamemaster, a cheating player researching the number, or for any

other reason) a special formula must be used to sort the situation and compensate the players who lost a chance to guess. This is where a calculator comes in handy! The formula is shown below:

$$(1/a-b)p$$

a=the closest guess above the actual number

b=the closest guess under the actual number

p=the number of points in The Pot

The % that this formula produces must be rounded up to the nearest whole number. For example: if the % rounds up to 1, then any player that lost an opportunity to guess due to the reveal of the chosen number is awarded 1 point.