

# INTRODUCTION

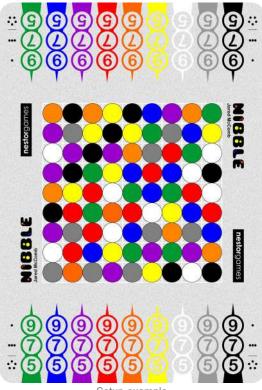
Nibble is a strategy game for two players by Jared McComb, inspired by the works of Dieter Stein and Reiner Knizia.

### **COMPONENTS**

- 81 discs in 9 colours (9 each)
- Board

#### **SETUP**

Randomly place the 81 discs on the board such that no two of the same color are orthogonally adjacent (diagonally adjacent is OK).



Setup example

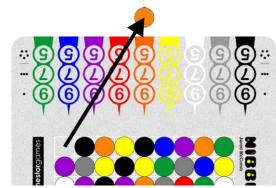
## **GAMEPLAY**

Players alternate turns taking discs from the board according to the following rules:

- 1) Discs may only be taken if they have at least two adjacent exposed sides.
- 2) A player must always take at least one disc on their turn (that is, players may not pass) and may take as many additional discs as they like on a turn, as long as all of those discs are the same color as the first one. They are not required to take all of the available discs of that color and may opt to leave one or more behind.

3) A disc may not be taken if it would divide the remaining discs into two separate groups (counting orthogonal connections only).

When a player takes discs, they should place them in a row on the table behind the correspondingly colored triangle on the board.



The first player takes an orange disc (with 2 adjacent exposed sides) and places it next to her orange triangle.

If a player takes their 5th, 7th, or 9th disc of a color, they should place it on the corresponding circle on their side of the board to make it clear how close they are to reaching one of the three win conditions.



Example: The player places her 5th black disc atop the '5' cell of her black triangle. Notice the small icons representing the victory condition on both sides of the board.



### WINNING THE GAME

A player wins the game immediately if they achieve either of the following:

- 1) Collect all 9 discs of one color
- 2) Collect at least 7 discs each of three adjacent colors in a row.

If neither player is able to accomplish either of these, continue play until all the discs have been taken. The winner is the player with the majority of majorities (5 or more discs in each of 5 or more colors).

Game design and rules by Jared McComb. Rulebook (c) 2020 Jared McComb and Néstor Romeral Andrés. Art by Néstor Romeral Andrés. Special thanks to Dieter Stein for the original inspiration, SEVN