HELLO UND WELCOME!

PRINT & PAPER: best on white paper, size A4 or Letter, portrait format, color

CHECKLIST 'NINE': (contents for 4 players)

- checklist & game rules (2 pages)
- game board (1 page)
- secret cards & animal pieces (1 page)

Cut out the game board, secret cards (4) and animal pieces (9x4 animals).

(best playing if you put/stick items on thicker paper, cardboard or wood)

The secret cards need to have the same back. When face down on the table, the front must not be visible.

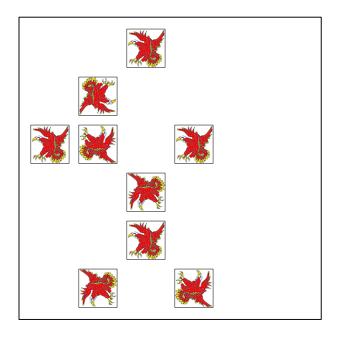
NINE - OBJECT OF THE GAME

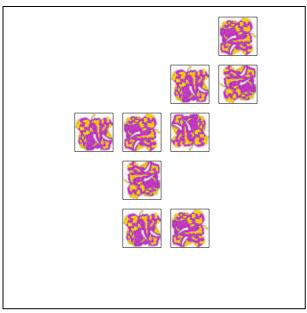
You try to form a ,continuous area' with your nine animal pieces: the animals have to be connected horizontally and/or vertically (Master-Version) and/or diagonally (Junior-Version).

But neither of the players know which animals the others have – so everyone will want to make it hard for all other animals to come closer to each other! Winner is the first one who ,continuously connected' all her/his animals and calls: "NINE"!

Examples for 9 ,continuously connected' animal pieces: (In order to have a clearer picture, we left out the other animals and spaces on the board.)

Junior-Version horizontal, vertical and diagonal "connections" <u>Master-Version</u> horizontal and vertical "connections" only (not diagonal!)





(The animal pieces may show in any direction.)

Game: NINE (Small Edition)

Editors: info@printgames.net

NINE - PREPARING AND STARTING THE GAME

- Secret cards:

Shuffle them (face down). Each player draws one secret card.

No other player may see your animal!!!

2 or 3 players: put away the rest of the secret cards (noone may see the animals on them!).

Take your own secret card, see which animal you have, then place it face down beside you.

Your secret card indicates which animal is ,yours' in this game – these 9 animal pieces you have to connect. (see object and end of the game)

- Animal pieces:

Shuffle and put them separately face down on the table. Each player takes pieces, then turns them over: 4 players: each player takes 9 pieces, 3 players: 12, 2 players: 18

A startplayer (youngest, oldest, smallest, tallest,...) places a piece on any free space on the board. Proceed clockwise until all pieces are on the board.

Attention: if there are already 9 connected animal pieces at the beginning, and the player with that secret card sees it and calls NINE – s/he wins!

NINE - COURSE OF THE GAME

The startplayer begins with moving 2 pieces:

2 PIECES CHANGE PLACES!

The 2 pieces have to be in the same <u>vertical</u> or <u>horizontal</u> row on the board!

Proceed clockwise: next player changes 2 pieces,.....

First round: each player changes pieces ONCE. Next round: each player changes pieces TWICE.

Next round: each player changes pieces THREE TIMES. Next: ONCE, next: TWICE, next: THREE TIMES,

You don't have to move your own animal pieces.

This way the animals the players have stay secret for a long time!

NINE - END OF THE GAME

As soon as you see that all your 9 animal pieces are continuously combined: (It doesn't even have to be your turn. Maybe another player doesn't see that s/he helped you ;-)) call **NINE**! – reveal your secret card – and WIN!

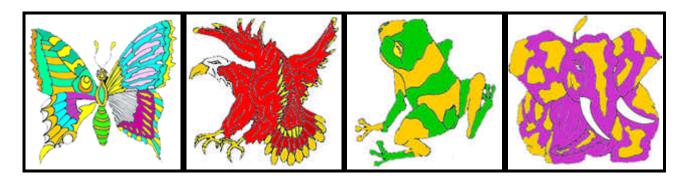
Game: NINE (Small Edition)

Inventor: © 2010 manuela&wiesl www.wiesl.net

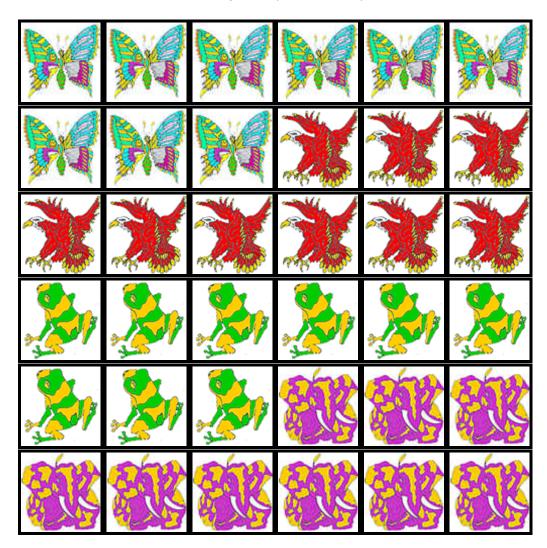
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Game board (small edition):

Secret cards:



Animal pieces (small edition):



FINISHED! Thank you for using our services. HAVE FUN!