

Rules in brief

Based on rulebook 0.31 · full rules at nummix.de/en/rules



GOAL

Whoever lays down all tiles from their rack first wins. The game ends when only one player still has tiles on their rack.

SETUP

Everyone draws tiles from the bag and places them on their rack:

2 players	3 players	4 players
17	15	13

Duplicate tiles from the first draw may be swapped once, not later.

COMPONENTS

Numbers 1–17 in four colours, each twice per colour, plus 6 jokers with two colours each.

A TURN

- The **first move** lays at least three connected tiles.
- After that, lay or add any number of tiles – horizontally or vertically.
- Everything on the table may be **rearranged** as long as every line is valid at the end. Laid tiles stay in play.
- A drawn **joker** must be played or passed on in the next turn.
- The turn ends by **drawing** one tile.

WHAT MAY GO ON THE TABLE



Run: three or more consecutive numbers in one colour



Group: three or four equal numbers, no colour twice



Joker: replaces a number in one of its two colours



Number circle: after 17 comes 1 again

Reading direction: Numbers always rise from left to right or from top to bottom.

BUILDING

Runs and groups may cross, extend and interlock: **corners** (two lines at a right angle), **bridges** (a third line connects two), **crosses** and **blocks** (3×3, every line valid both ways). Every construct has at least three tiles.



Full rules with pictures