

GET 9TM INSTRUCTIONS

- 2 Min to Learn
- 15-20 Min to Play
- Ages 5 & up
- 2-4 Players

A FUN AND ENGAGING WAY TO THINK OUTSIDE OF THE BOX WITH NUMBERS.

OBJECT OF THE GAME

The object of the game is to get to the number 9, using card and dice combinations. After one player no longer has any cards in play, or the deck is used up, the player with the most cards in their calculation pile wins (see instructions below).

GAME ELEMENTS

The game consists of 6 sets of numeric cards that range from 0 - 12. You can use any of the numbers in any combination that works. Two players or players at beginner levels can use half the deck for a faster game.



There are four dice included in this game.

A - Two dice contain symbols such as:



B - Two dice contain symbols such as:



The wild question mark means you can select a mathematical function of your choice that would help you get to 9 using a minimum of two cards.

A blank means that the player will have to skip a turn with that dice throw. The type and number of dice you use depends on the level you are playing.

TO BEGIN THE GAME

Anyone can volunteer to deal the cards to the other players. Each player receives 8 cards, and those cards are dealt face-up, so all players can see the other players' cards. The remaining cards are placed in a pile in the center of all players.



TO PLAY THE GAME

The person who sits to the left of the person who dealt the cards, draws a card from the top of the pile and adds it to their cards (now they have 9 cards). Then the player throws the dice.

Based on the throw, the player must identify a combination, using a minimum of two cards, that ends in 9. If the player identifies a combination, the player must show the calculation to the other players. The player can then add those cards to their calculation discard pile. Then that player passes the dice to the next player.

Examples:

One dice:

$$\text{Card 3} + \text{Die 6} = 9$$

Two dice:

$$\text{Card 10} + \text{Die 2} = 12 \rightarrow 12 - 3 = 9$$

Two dice using 2 straight calculations:

$$\text{Card 9} + \text{Die 0} = 9$$

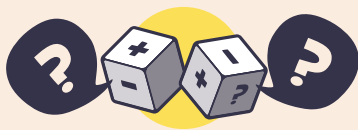
$$\text{Card 11} + \text{Die 2} = 13 \rightarrow 13 - 4 = 9$$

Calculations using cross sums:

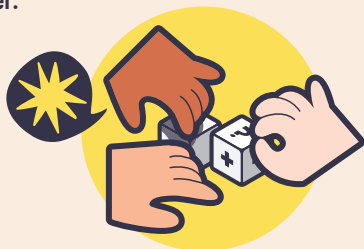
$$\text{Card 6} + \text{Die 6} = 12 \rightarrow 12 + 24 = 36 \rightarrow 3 + 6 = 9$$

HOW TO STEAL

In the event a player cannot come up with a calculation, the player can pass, and the other players have a chance to steal.



The first player to place their hand over the dice gets the steal. If no one steals, the dice are passed to the next player.



The steal must use the cards and the same dice which were already thrown. If the steal is successful, that player can add the cards used for the calculation to their individual discard pile.

If a player could have used multiple dice but only used one, it creates another opportunity to steal. A successful steal lets the player add all cards, including the first one used, to their discard pile.

TO END THE GAME



After one player no longer has any cards in play, or, the deck is used up, all players count their individual discard piles. The player with the most cards in their pile wins. In case of a tie, the player who has less face-up cards remaining, wins.



GAME VARIATIONS BY LEVEL

The rules of the game remain the same. A player has to Get 9 using a combination of dice and cards. For the beginner and intermediate level you have the option to use one or two dice. For advanced level, you will always use two dice.

Beginner / one or two dice with sample calculations:



11 (-) 2 = 9, or
6 (+) 3 = 9, or
7 (?) 2 = 9, or
12 (-) 3 = 9, or
5 (?) 4 = 9



11 (-) 4 (+) 2 = 9, or
3 (+) 3 (+) 3 = 9, or
8 (-) 0 (?) 1 = 9, or
7 (-) 4 (+) 6 = 9, or
4 (?) 5 (+) 0 = 9

Intermediate / one or two dice with sample calculations:



11 (-) 2 = 9, or
4 (?) 5 = 9, or
9 (÷) 1 = 9



10 (-) 2 (+) 1 = 9, or
3 (x) 3 (?) 0 = 9, or
4 (÷) 4 (+) 8 = 9

or using two straight calculations
such as:

11 (-) 2 = 9 and 6 (+) 3 = 9

Advanced / two dice + cross sum calculations:



6 (x) 6 = **36** (cross sum of 3&6 is 9)

3 (x) 9 = **27** (cross sum of 2&7 is 9)

6 (x) 4 = **24** (2&4 is 6) **6 (+) 3 = 9**

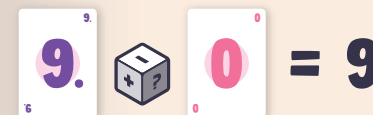
OUT OF THE BOX OPTIONS

Players can combine numbers to create a calculation ending in nine.



USING ZEROS

Do not be afraid to make use of the number 0. You can use any calculation that ends in 9



MULTIPLICATION CHART

1	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

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