

Rulebook

NUMBER Drop™

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20'



1 to 6



10+

NUMBER Drop™

Gameplay Overview

Roll dice to create shapes with numbers and drop them efficiently into your grid. Circle combos of identical or consecutive numbers to score points. Match values of combos before your opponents do to drop Block shapes on their grids. When a player reaches the Game Over line, whoever has the most points wins!

Components

4 Number Dice	10 Block Tiles
1 Shape Die	1 Scorepad
1 Block Board	1 Rulebook

Actual components may vary from the examples in this rulebook.

Game Setup

- 1 > Place the Block Board in the center of the table with the blue multiplayer side up.
- 2 > Shuffle all 10 Block Tiles and randomly place 5 of them into the 5 square cutouts of the Block Board. Place the unused tiles back into the box.
- 3 > Give each player a scoresheet and a pencil (*not included*).
- 4 > The player who was the first person to ever buy a gaming console will be the 1st active player and takes all 5 dice.
- 5 > Each player writes their initials or 3-letter name on the bottom of their scoresheet. The 1st player writes a 1 anywhere on the bottom row of their grid. In clockwise order, the 2nd player writes a 2 anywhere on their bottom row, the 3rd player writes a 3, the 4th a 4, the 5th a 5, and the 6th a 6.

3 Player Setup



Solo Mode

There are rules and a setup for 1 player on page 10.

(Block Tiles with a pink 1 on them are marked for use in the Solo Mode, but the 1 has no effect on a multiplayer game.)

How to Play

Round Overview

Phase 1 - Roll Dice • The active player rolls all 5 dice.

Phase 2 - Drop Blocks • If any * is rolled, resolve 1 Drop Letter Block.

Phase 3 - Drop Shapes • Using the dice result, record 1 shape onto your scoresheet.

Phase 4 - Circle Combo • Players may circle 1 combo of 3 to 8 numbers.

Phase 5 - Round End • Mark off complete rows. Check Game Over line.

PHASE 1: ROLL DICE

The active player rolls all 5 dice in view of all players.

In your first read-through of the rules, it's helpful to read **Phases 3 to 5** first, then come back to **Phase 2**.

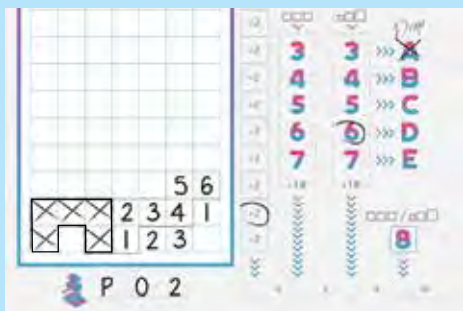
PHASE 2: DROP BLOCKS

A Block is a penalty shape that will hinder opponents. Phase 2 occurs only if a * is rolled and there are active circled Drop Letters on any player's scoresheet (active is circled but not crossed off).

- > If at least one * appears on any number of dice **and** any player has an active Drop Letter circled, proceed. If not, move on to Phase 3 (see page 7, *Block Activation*, for how to circle Drop Letters).
- > If there are several active Drop Letters, only the highest one is resolved (A, then B, then C...). Save the other active Drop Letters and resolve them the next time there is a * in the dice results.
- > All the players who do not have the highest active Drop Letter circled must drop the corresponding shape from the Block Board onto their grid. The shape is composed of Xs. It can be rotated or flipped, and it follows the Drop Shapes rules (see Phase 3, page 5).
- > Once the shape is placed in the grid, it is circled. It cannot be used for combos, but it can complete rows (see Phase 5, page 8).
- > Then **all** players cross off the used Drop Letter on their scoresheet with an X. Next, flip the Block Tile over on the Block Board. Players cannot use the Drop Letter again, but they may still create combos in that letter row for scoring purposes.

- > **Phase 2 ends** and all players **skip to Phase 5** (page 8). The player to the left of the active player becomes the new active player and starts a new round on Phase 1.

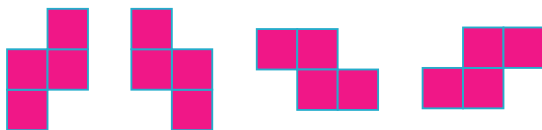
Example: Drop Letter A has triggered, and its Block is dropped into P02's grid and circled. Drop Letter A is crossed off the scoresheet.



PHASE 3: DROP SHAPES

Simultaneously, each player imagines the way they want to combine the dice before writing down the result on their scoresheet with the following rules:

- > They must use every number from the 4 Number Dice.
- > They must place those numbers in the shape indicated by the Shape Die in any orientation. The shape can be rotated and/or flipped:



- > A * on the Number Dice is wild for numbers. Each player can pick any number between **0 and 9** (note: 0, 8, and 9 are not on the dice but can be picked).



- > A * on the Shape Die is wild for shapes. Each player can choose the shape they want from the other sides of the die (the 5 other sides are printed on the scoresheet).

Phase 3 is played simultaneously. However, if for some reason a player's decision is dependant on another player's, complete Phase 3 in clockwise order, starting with the active player.

Once a player has an idea of how they want to place the numbers within the shape, they **drop** it from the top of the grid as if it were being pulled by gravity and respecting the following rules:

- > Using your imagination, drop the shape from the top of the grid to the bottom in a **straight** line.
- > While dropping a shape, you cannot move it left or right once it begins its vertical path downward (*no moving into and under other shapes already placed*).
- > The shape goes as far down as it can until it lands on the bottom of the grid or onto an existing shape. This may create holes underneath that will leave incomplete rows (see *Player 3* example below).

Example: The roll is 1, 5, 6, *, and a square.



Player 1 – Drops a 5, 6, *4, 1 square. They choose not to circle a combo this round, possibly saving up for a bigger one later.

Player 2 – Drops a 6, 5, *6, 1 square. They circle the three 6s to complete a combo of 3 identical numbers (see *Phase 4, page 7*).

Player 3 – Drops a 5, 6, *4, 1 square. They circle the 1, 2, 3, 4, 5, 6 to complete a combo of 6 consecutive numbers (see *Phase 4, page 7*).

Player 1				Player 2				Player 3			
4	5	6		6	5					5	6
4	4	1		6	1			2	3	4	1
3	4	5	1	6	5			1	2	3	

PHASE 4. CIRCLE COMBO

Each player may circle only **one combo per round**, starting with the active player and then going clockwise around the table. There are 3 types of combos they can circle:

1. A combo of 3 to 7 **identical** numbers. □□□
2. A combo of 3 to 7 **consecutive** numbers. □□□
3. A **bonus** combo of either 8 identical **or** consecutive numbers. □□□ / □□□

The following rules apply:

- > Combos are composed of adjacent numbers on the grid. These numbers must be connected without using diagonals.
- > Numbers already used in other combos, and thus circled, cannot be used again.
- > Consecutive numbers must be connected in ascending **or** descending order with any starting value, not just 1. (Example: 3, 4, 5, 6 or 6, 5, 4, 3 but never 3, 5, 4, 6.)
- > Players circle the combo on their grid **and** the value on the score track column. The value of a combo is equal to the total amount of numbers used in the combination. (Example: A combo of 3 identical numbers is worth 3 points, and you circle the 3 under this column: □□□.)
- > A player **cannot circle multiple instances** of the same combo—same type and same value. (Example: Once 3 identical numbers are circled, you cannot circle another combo of 3 identical numbers.)
- > Players may circle combos in any order they choose. (Example: You may circle a combo of 5 consecutive numbers before circling a combo of 3 consecutive numbers.)

Block Activation: If a player circles both combos of the same value, they must circle the Drop Letter to the right of the corresponding combos **if** the Drop Letter is not already crossed off.

This will activate a potential penalty for their opponents (see Phase 2, page 4).

Crossed-off Drop Letters may not be activated a second time.

The combo values to the left of the letters may still be circled and scored.

Example: Drop Letter A is activated when combos of 3 identical and 3 consecutive numbers are circled.

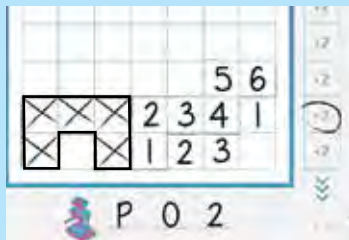


PHASE 5: ROUND END

- > Each player checks if they have completed one or more rows with numbers and/or Xs. If a row is filled, they circle the +2 to the right. If there are unfilled holes in the row, they cannot circle the +2.

Example: The bottom row has holes and so cannot be completed.

The second row from the bottom has been completely filled, and the +2 to the right of it is circled.

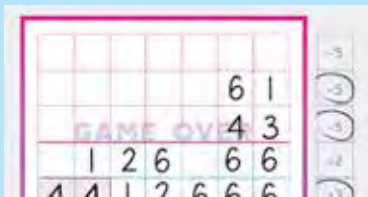


- > Next, check to see if any players have crossed the Game Over line. If so, it's **Game Over**. All players who have shapes above the Game Over line circle the -5 to the right of each row with at least one number or X in it.

Otherwise, the player to the left of the active player becomes the new active player and a new round begins with Phase 1.

Example: A 6, 1, 4, 3 square had to be placed, and it landed over the Game Over line.

The two -5s to the right are circled.



Game Over

It's game over when one or more players have crossed the Game Over line. Players finish Phase 5 and do the following:

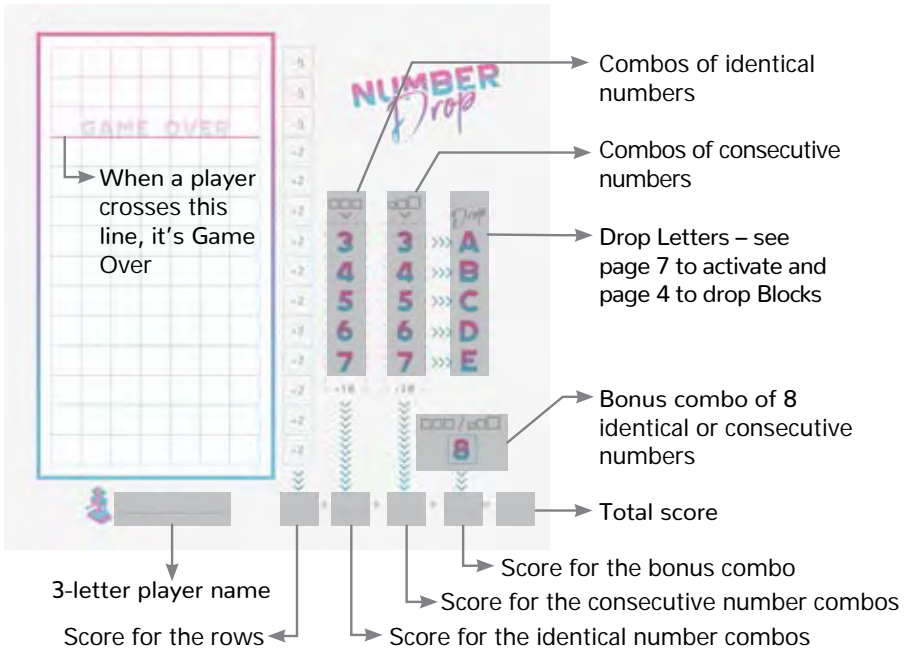
- > If a player has managed to circle an entire column of identical and/or consecutive number combos, they circle the +10 at the bottom of each completed column.
- > Players add up their points in the four score columns:
 - > **Column 1** – Add the +2s and subtract any -5s if you have them.
 - > **Column 2** – Add the identical combo values you have circled, and also add the +10 bonus if you have it circled.

Solo Mode

The goal of Solo Mode is to beat the **Blue Solo High Scores**. Record your score in the **Pink Solo High Score** board. For example, if you score 23, record it in 9th place because you beat BEN (easy!) but not GUI. If you ever beat CHE, you are a true master!

- > Play the game as with the multiplayer version, except for the following changes:
 - > **Game Setup:**
 - > Place the Block Board with its pink side up (*with the 1 in the top left corner*).
 - > Place the 5 Block Tiles **without** a pink 1 back inside the box; they will not be used.
 - > Shuffle the remaining 5 Block Tiles with a pink 1 and randomly place them into the 5 columns of the Block Board. Slide them to the top of each column.
 - > **Phase 1** – After each roll of the dice:
 - > You must slide one Block Tile of your choice down one notch. That tile must be one not already on the bottom notch. This means you will always slide **at least** 1 tile down every round.
 - > If there is at least one * on the dice, you must slide the Block Tile indicated on the Shape Die down one notch. (*Tiles already at the bottom notch cannot slide down more.*) If the * is on the Shape Die, you choose which tile to slide down one notch. (*It must be a tile that is not at the bottom notch.*) This means you might slide, at most, 2 tiles down in a round.
 - > **Block Activation** – You still circle Drop Letters on your scoresheet, but in the Solo Mode they are just protection from dropped **GO!** Blocks. Block Tiles in a column you are protected from will still continue to slide down notches.
 - > **GO!** – Any time a Block Tile reaches the bottom notch and reveals the word **GO!**, the Block shape drops as a penalty Block (as described in Phase 2 of the multiplayer game) unless you have that Drop Letter circled.
- However, in the Solo Mode you **do not skip to Phase 5** when a Block is dropped. Continue to play and drop your shape from the dice as in Phase 3.
- > It's **Game Over** when all of the Block Tiles have slid to the bottom notch (you still complete the round) or when one of your shapes has crossed the Game Over line.

Score Sheet layout



Die Sides



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