NMBR 9

Roger's Rules: Firedrake/BGG
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Goal

Have the highest score at end of game.

Shuffle cards and play 20 rounds.

Round

- One player turns up one card.

- Each player takes one copy of that piece and adds it to their layout.

- The new tile must have its coloured number side facing up.

- The new tile must conform to the grid defined by the first tile.

- If there are already one or more tiles at this level, the new tile must touch one of them edge to edge.

- If the tile is being placed on other tiles, every one of its squares must be supported, and it must rest on at least two lower tiles.

End game

The game ends when all 20 cards have been played.

The value of each tile is the number of layers up it is (0 touching the table, 1 resting on tiles that are touching the table, etc.) multiplied by its numerical value.