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# THE WHOLE NINE

ROLL IT • TAKE IT • WIN IT



An exciting racing and point collecting game  
for 2 to 5 players ages 8 and above

## THIS IS YOUR PLAYING MATERIAL:

- 54 track tiles, including ...
  - 42 number tiles (7x the numbers 1 to 6)
  - 6 cactus tiles (numbers 1 to 6)
  - 6 animal tiles (no numbers)
- 16 pawns in the colours red, purple, yellow, blue and green
- 1 die



Cactus tiles

Number tiles

Animal tiles

## WHAT'S THE GOAL?

Roll the die – move your pawn – collect points. Everyone wants to collect the right tiles to bring the numbers on the tiles to a sum of 9. That's how you get points! Unfortunately, the other players are always getting in your way. Who can keep their head in the game and outplay the other players?

## HERE'S HOW TO GET READY TO PLAY:

Take the **42 number tiles** and mix them face-down – with the number side down. Each of you takes any one of the number tiles and lays it **face-up** in front of you.

Then shuffle the **6 animal tiles** face-down with the rest of the remaining number tiles. Using these track tiles, make a **pile of tiles** that will become the game spaces in the segments of track.



Finally, take the **6 cactus tiles** and mix them face-down, as well. Use these to make a **pile of boundary tiles** (that will separate the segments of track).



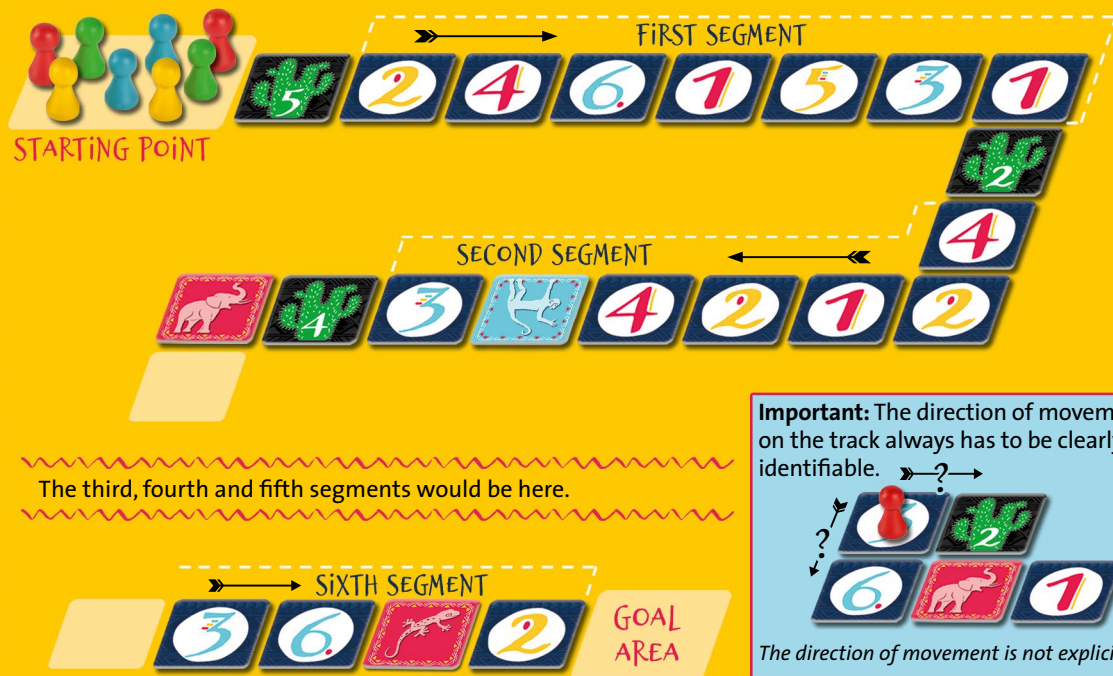
## This is how you build the playing track:

The **playing track** is what you move your pawns forward on. It's made up of **6 segments** and **6 cactus tiles**. The cactus tiles lie at the beginning of each segment and separate the segments from one another. Each segment is **7 track tiles** long, so that the whole track is made up of a total of 48 track tiles (that are the game spaces).

Take the top cactus tile from the pile of boundary tiles and lay it **face-up**. This is the first track tile of the playing track. It is followed by the first segment of track: pull 7 track tiles from the pile of tiles for the segments of the track and lay them **face-up** and **one after the other** next to the cactus tile. Then lay another cactus tile, then the second segment of 7 track tiles, etc.

After you've built the sixth and last segment of track, the playing track is finished. The rest of the track tiles from the pile of tiles for the segments of track are put back in the box. You don't need them anymore.

**This is what your playing track might look like:**



The third, fourth and fifth segments would be here.

*Note: To shorten the playing time when playing with 2 or 3 players, you can limit the track to 5 segments of 7 track tiles. In that case, one cactus tile and seven track tiles more than usual will be left over! Put these back in the box.*

### Choose a playing colour:

Choose a playing colour and collect the corresponding pawns. The rest of the pawns can be put back in the box. The number of pawns for each player depends on how many people are playing:

4 pawns	for 2 players
3 pawns	for 3 players
2 pawns	for 4 or 5 players

Place your pawns in front of the first cactus tile at the starting point.



## HERE'S HOW TO PLAY:

### You move along the track like this:

The youngest player begins, and play continues clockwise. Is it your turn? Then grab the die and roll it! You then **have** to move **one** of your pawns forward the number of spaces shown on the die. The very first step a pawn takes is always onto the first cactus tile.

**A special rule: Did you roll a 1?** Then you have two options:

- ▷ Move **one** of your pawns either **one space forward**.
- ▷ Or move it ahead **to the next pawn** on the track. The next pawn could either be one of your own or another player's. Pawns in the goal area don't count.

*Note: Any number of pawns can be on one space (track tile) at the same time.*

### This is how you collect the track tiles:

Did you cross over a cactus tile into a **new segment** with one of your pawns? Then you **have** to take **one unoccupied** track tile out of the **previous segment**. Unoccupied track tiles are any that don't have **any** pawns on them. Are all of the track tiles in the previous segment occupied or are all of the track tiles already taken? Then you don't get any.

*Note: You don't get a track tile for moving into the first segment.*

Did you move into **more than one new** segment during one turn? Then – if it's possible – you **have** to take one track tile **each** out of **all of the previous** segments. You have to take these track tiles **one at a time, one after the other**. Begin with the segment that you left first.

### What happens to the holes?

Did you take a track tile? Then slide the track back together carefully, so that there **aren't any** holes. Make sure that the direction of movement on the track remains clear and explicit!

### The last shall be first!

Is your pawn **the last pawn** to cross a cactus tile? Then two things happen:

- ▷ **First** you have to take the **last** track tile out of the previous segment, if there is one.
- ▷ **After that** you also collect the crossed over **cactus tile**.

### What happens in the goal area?

As soon as you cross over the very last track tile of the track, you're in the goal area. Any remaining moves ahead are forfeited. The pawns in the goal area stay there until the end of the game.

Did you reach the goal area with your pawn? Then – as usual – you have to take an unoccupied track tile from the previous, that is to say, the last segment of track.



**Example:** Anneli rolled a 1. She has two options: She can move her blue pawn one space forward, or she can move it up to the green pawn. Anneli chooses the second option and moves into the new segment. She now has to take one unoccupied track tile from the previous segment. She can choose between the animal tile and the number tile with the 5.



### All Nines! This is how you get points:

Lay the **animal tiles** you collect **face-down** to the side. They give you plus points later. There is always a number on the **number and cactus tiles**. When you collect them, you lay them **face-up** in front of you. You can have a maximum of 3 numbers in front of you. It doesn't matter if these are number or cactus tiles.

Do you have at least two numbers in front of you? Then you can try to make a sum of 9 with these numbers. But as soon as **three numbers** are in front of you, you **have** to try to make a sum of 9:

- ▷ **All nines:** Do your numbers add up to 9? Great! Then lay **only the numbers that add up to 9 face-down** to the side. They give you plus points later.
- ▷ **Oh no!** There are three numbers in front of you, but you can't make a sum of 9? Then you have to lay **one of your three numbers face-up** to the side. Those are going to be minus points later.

**Note:** You have three numbers in front of you and you can use two to make a sum of 9? The third, unused number stays in front of you.

**Important:** Did you collect more than one number during your last move? Then you have to lay these **one after the other** in front of you. Each time you have three numbers in front of you during this process, you have to try to make a sum of 9.

Tip: Do you have to lay a number face-up to the side? Then remember: The smaller the number, the fewer minus points you'll get later. But also remember to keep track of the rest of the track! Which track tiles are you going to be able to collect in your next moves?

**Example:** Anja already has a 4 in front of her. She rolls a 3 and moves her red pawn onto the number tile with the 5. In doing this she enters two new segments. Anja first takes the first track tile with the 2 and lays it in front of her.





She now has a 4 and a 2 in front of her. She needs a 3 or a 5 to make a sum of 9. But since Anja has to follow the order of play while collecting her tiles, she has to take the cactus tile with the 4 next. Since she can't make a sum of 9, she has to lay a number face-up to the side. She chooses the cactus tile with the 4 because her next step is to collect the number tile with the 3. With the 3 she can make a sum of 9. She lays the 4, 2 and 3 face-down to the side.

That gives Anja 15 points! Anja can't collect the cactus tile with the 5 because yellow and green haven't crossed that space yet.

$$\begin{array}{c} \boxed{4} + \boxed{2} + \boxed{4} \neq 9 \\ \boxed{4} + \boxed{2} + \boxed{3} = 9 \end{array}$$

## END OF THE GAME:

Did you move your **last pawn** off the track into the goal area? Then, if there are any left, you receive an unoccupied track tile from the last segment of track. You now **have** to try to make a sum of 9 with the rest of the numbers laying in front of you. All of the numbers that **can't** be included in a sum of 9 are laid **face-up** to the side. Now you have to wait until the rest of the players reach the goal area with all of their pawns.

The game is over as soon as the last pawn reaches the goal area and **all** of the numbers in front of the players have been dealt with. Now each player counts his or her points: Each animal tile and **each face-down** number tile are worth **5 plus points**. It doesn't matter what their face value is! All of the **face-up** numbers count for as many **minus points as their face value dictates**. Did you collect the most points? Congratulations, you won this round!

If there is a tie, then the number of cactus tiles decides the match. Did you collect more cactus tiles than the other tied players? Then you win. Is there still a tie? Then you share the win.



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