

CONTENTS

- 100 picture cards
- 40 markers
- 13 challenge cards
- 13 master cards
- 6 duel cards
- 1 hourglass (60 seconds)

A pencil and paper are recommended.

GAME PRINCIPLE

What's it all about?

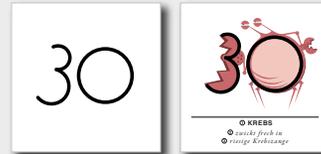
Work as a team to tell a funny and quirky story using the provided picture cards. Remember the numbers that appear in the pictures. Then test your memory and collect markers in the mini games. Once you've collected the required number of markers, you have to solve one last challenge: the master card.

The idea

Who doesn't have trouble remembering numbers? Very few of us are good at it. That's because numbers are abstract. But with the help of pictures, our brains have a much easier time remembering them. The more unusual the picture, the easier it is to remember. That's why memory experts rely on a trick to remember an infinitely long string of numbers by associating numbers with pictures and turning them into a story. Four friends, Stefan Maier, Alexander Maier, Niklas Groschup and Ursula Graß, were so fascinated by this that they began to explore different possibilities of creating a simple mnemonic by delving deeper into the very essence of the numbers: What do the numbers want to tell us? What character is hiding behind them? A cow? A rabbit, or is it the Grim Reaper? Slowly, bit by bit, the numbers began to take shape, showing their real character. The end result is HappyNumbers, which has been praised by famous memory experts like Christiane Stenger and others.

The number-picture system

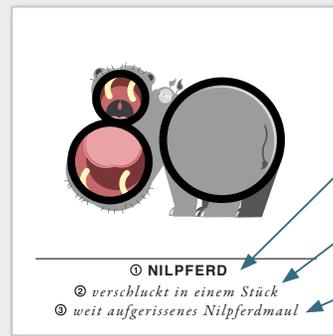
The game contains 100 picture cards with the numbers 00 to 99. Each picture card has a side with a number and a side with a picture on it. The **number side** depicts the **number** only. On the **picture side**, the number is assigned to a **character** that blends in with the number. For example, the number 3 depicts crab's claws and the number 0 is his body, which together make up the number 30. This way, all you have to do is think of the picture, and with a little practice, you'll be able to remember the right number.



Number side

Picture side

But that's just the first step. Later, in the game, you'll have to remember many pictures and their associated numbers. But it's easier than you think: All you have to do is associate the pictures with a story. The blocks of text on the picture cards can be helpful:



① **Name** of the character

② **Activity** that the character carries out

③ The character's special **attribute**

You must always mention the **names of the characters** ① in the story. Other than that, you have no limits. If you find it difficult to tell a story, you can simply incorporate the text blocks ② and ③ into your story.

What a story might look like



- ① **FROG**
- ② gives a wet kiss
- ③ voluptuous frog lips



- ① **CRAB**
- ② rudely pinches
- ③ giant crab claws



- ① **COW**
- ② inadvertently sprays milk
- ③ on full udder

☞ The **FROG** gives a wet kiss to the giant crab claws of the **CRAB**. The **CRAB** rudely pinches the full udder of the **COW**.

or

☞ The **FROG** and the **CRAB** inadvertently spray milk on the **COW**.

or

☞ The **FROG** rudely pinches with the giant crab claws of the **CRAB** the full udder of the **COW**.

or

☞ Behind an old farm house in a smelly pond, there lives a crazy, old, mean **FROG**. He was born with a giant crab claw of a **CRAB** instead of right frog leg, and feels deformed ever since. To blow off some steam, he likes to use his crab claw to rudely pinch the full udder of the timid **COW** every full moon.

Tip: The more peculiar and crazy the story is, the easier it is to remember.



BASIC GAME

(short duration)

Game setup

Put the hourglass on the table and place the markers next to it as a general stock pile. Remove the duel cards, as these are not needed in the basic game. Shuffle both the challenge cards and the master cards, and put them face down into two separate draw piles in the middle of the table.

Take out approximately 20 random picture cards from the game box. Shuffle them with the number side facing up and put them into a pile. How many players are there? Depending on how many players there are, draw picture cards from the pile, in turns:

- ☞ for 3 or 4 players: 2 picture cards per player
- ☞ for 5 or 6 players: 1 picture card per player

Order of play

Lay the picture card(s) in front of you on the table with the number side up. The player with the highest number begins. Then take turns in a clockwise direction. Now turn over your picture cards so that the picture side is facing up and have a look at them. The game consists of two phases:

☞ Phase 1: Telling and remembering a story

Together, tell a story. This will be the basis of phase two. Do your best to remember the story, the names of the characters and their numbers.

☞ Phase 2: Mini games and continuing the story

This is when you show off how good your memory is. How well have you remembered the names of the characters and their numbers? The mini games will test your memory and give you the opportunity to collect markers for successfully completing them. If you would like to increase the difficulty level, you can use your picture cards to continue the story.

Let's start!

Phase 1: Telling and remembering a story

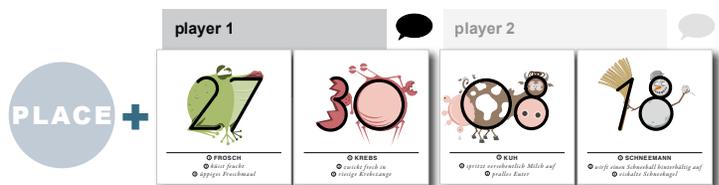
If you have the highest number, think of a place where the story begins. You can choose any place imaginable: on the moon, in a bubble bath, or up in a cloud ... Let your imagination run wild.

- Start your story and incorporate the **character(s)** from your picture card(s). If you have more than one picture card, it's up to you in which order you use them. Lay them in the middle of the table with the picture side showing, and tell your story to the other players.
- Your story doesn't have to have an end. The others will continue where you left off.
- Be careful to always say the exact name of the characters when incorporating them into your story.
- When you're finished, the player on your left begins his turn. He repeats the **basic gist*** of the entire story from the first to the last picture card. If he has trouble repeating the whole story, or doesn't remember how it continues, help him out. You're allowed to help in this phase. Once he finishes relating the initial story, he continues telling the story using his own picture card(s). Each new picture card is laid to the right of the previously laid picture card(s). Then the next player can begin his turn until all players have repeated the story and laid their own picture card(s).

** basic gist means: you have to retell the essential content of the story, but not word for word. The important thing is that you repeat the names of the characters exactly and also in the proper order.*



For 5–6 players, add one picture card each to the story...



...for 3–4 players, each player adds both picture cards.

Have all the picture cards been laid? Then turn over the **hourglass**. Try to remember the story, the names of the characters and their numbers within 60 seconds. Do your best to remember everything (it's important for phase 2 of the game). Once the sand of the hourglass has run through, turn over all the picture cards so that the number side is showing. The last picture card (at the very right) stays face up with the picture side showing as a little reminder. Now phase 2 begins.



Phase 2: Mini games

If you went first in phase 1, you also go first in phase 2. Draw the first challenge card from the draw pile. You are the referee for the first mini game. Your job is to read the challenge to the other players. The others only can collect markers in this round.



- Each challenge card is different and self explanatory. For example, a challenge could be: "I will call out a number from the story. The first player to correctly say the name of the character receives 1 marker."
- Some challenges have a time limit. In such a case, turn over the hourglass, give the start signal and keep track of the time.
- If two or more players solve the challenge before the others at the same time, repeat the challenge. Repeat the challenge among these players as often as necessary until it is clear which player was the quickest.

FOR ADVANCED PLAYERS

The game follows the same rules as in the basic game with the following changes:

Duel cards

Shuffle all duel cards. Each player receives one duel card. The duel card lets you steal other players' markers. Read the duel cards before starting the game. They're self explanatory. Left over duel cards are taken out of the game. Here's what you need to know:



- ⇒ Each of you may use them **once** in the course of the game. You can play them **anytime after** a mini game, or **before** a master card. To play a duel card, briefly interrupt the round.
Note: If a master card has already been drawn, you cannot play a duel card any more.
- ⇒ You can also play multiple duel cards, one after the other, after a mini game.
- ⇒ You can only challenge a player to a duel who has at least 1 marker.
- ⇒ Duel cards that have already been used are taken out of the game.

End of game

The game is over as soon as one of you has passed the challenge of **2 master cards**. You can always answer one master card at the end of a round. You will need at least **4 markers**. If you have solved a master card challenge, put back 4 markers into the general stock pile, and you receive the master card. If you were unsuccessful when trying to solve the master card, put back 2 markers into the general stock pile as a penalty.



FOR EXPERTS

The game follows the same rules as in the game for advanced players with the following changes:

Game setup

Take out 30 random picture cards, instead of 20, from the game box. Depending on how many players there are, draw picture cards from the pile, in turns:

- ⇒ **for 3 or 4 players: 3 picture cards per player**
- ⇒ **for 5 or 6 players: 2 picture cards per player**

Continuing the story

When you continue the story, you automatically raise the level of difficulty and fun. That's why we recommend doing this consistently in this version. As the referee, you no longer have to repeat the basic gist of the story. Alternatively, you can simply say the names of the characters in the correct order. You have 60 seconds. If you get them right, you can continue the story. After successfully repeating the initial story, you can lay a new picture card **anywhere you like** in the story. That means, you can continue and modify the story right in the middle. Tell the other players how the story changes at this point in the story. Remember: Only the most recent picture card is lying with the picture side showing, even if it happens to be in the middle of the story. If you make a mistake, you have to put back 1 marker into the general stock pile.

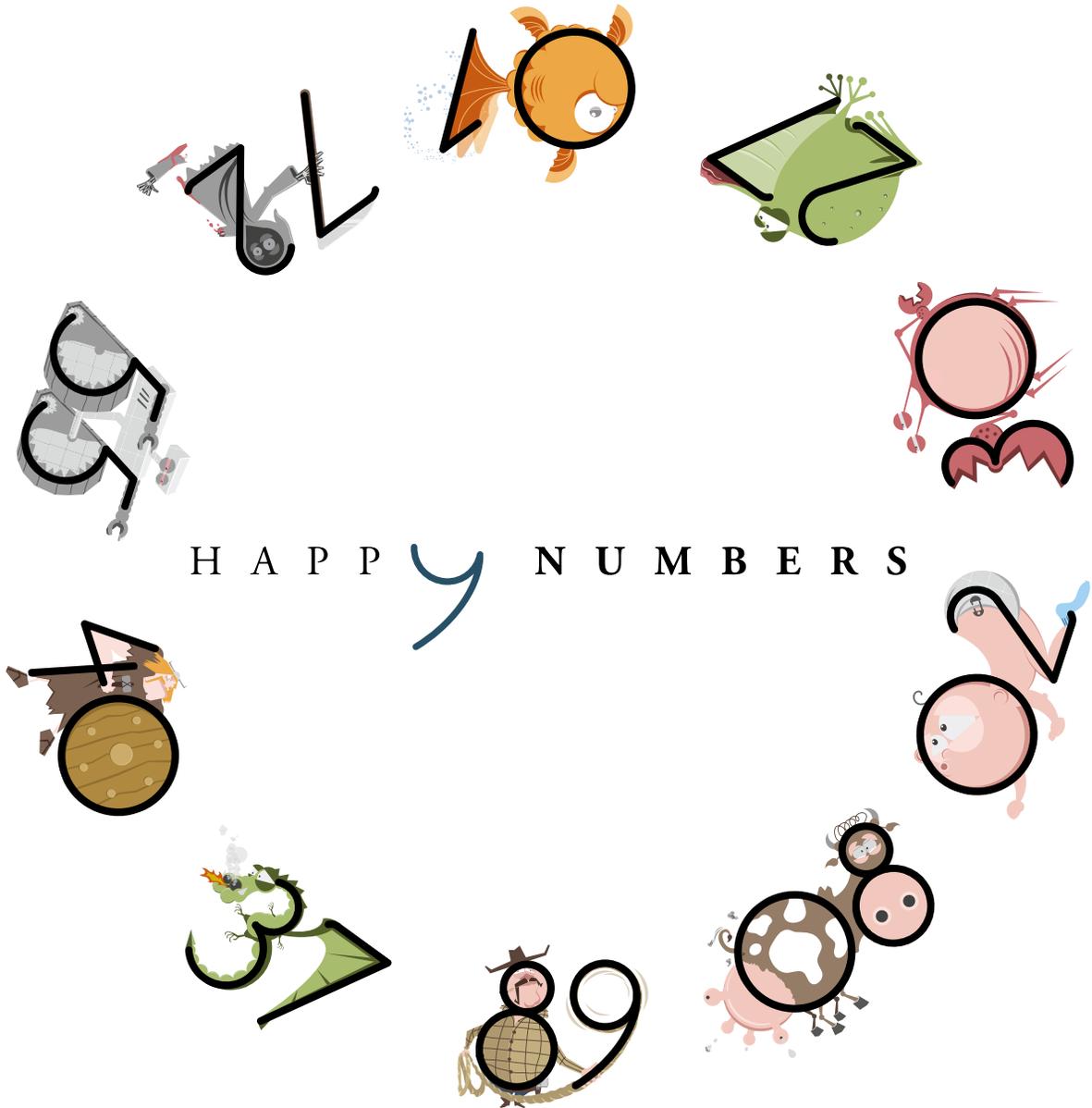
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