# BINØME

## GAME RULES

♛ 👤 8+  👥 1–7  🕐 20 minutes

Have you ever played bingo? Have you ever felt that nothing in that game depends on you – and there's no player interaction? Binome changes it all!

In this game, it is you who chooses the numbers on your card. It's up to you to decide when to use your numbers to gain as many victory points as possible. Keep an eye on your opponents and wait for a perfect moment to hit the jackpot!

Welcome to the future!

You may play Binome with the help of the Amazon Alexa virtual assistant. To launch the game, say: *Alexa, start Binome*. The assistant will generate digits for your numbers and announce postulates. If you are not using the virtual assistant, don't worry – you may still play the game as an ordinary board game.

# Game Contents

### 100 sheets for your numbers

Fold your sheet along the dotted line to keep your numbers secret

8 bipartite spaces to write down the digits during the first part of the game

16 turn spaces to be filled during the second part of the game

If you run out of sheets you may download them from **www.igrology.ru/binome** and print as many as you wish.

BING

| | |
|---|---|
| | |

| | | | |
|---|---|---|---|
| 1 | | 5 | |
| 2 | | 6 | |
| 3 | | 7 | |
| 4 | | 8 | |

Player's name:
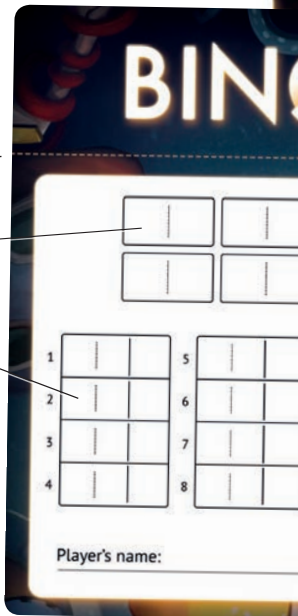
**16 postulate cards**

Condition

Victory points

**7 pencils**

**10-sided die**
(numbered from 0 to 9)

**1 chairperson token**

**7 references**



a b x10

3

Divisible by 10

# Setup

Give each player a pencil, an unused sheet and a reference.
If you play with the virtual assistant, say: *Alexa, start Binome* –
and follow the instructions.

Fold your sheet along the dotted line to keep your numbers
hidden from other players.

Shuffle the postulate cards and place the deck face down on
the table. The tallest player takes the chairperson token.

# Gameplay

The game is made up of two parts. During the first part, the
players fill their sheets with digits until each player has a set
of eight double-digit numbers. In the second part, the players
try to claim postulate cards by choosing eligible numbers from
their sets. The player who gains most victory points from the
postulate cards wins the game.

# Part 1. Numerology

During this part, each player creates a set of eight double-digit numbers. The chairperson rolls the 10-sided die 16 times. After each roll, they announce the rolled digit, and each player writes down the digit in any free space at the top of their sheet.

You may fill the spaces in any order but you must write down each digit before the next one is rolled. For example, you may start with the first digit of a number, then record the second digit of another number, then add the second digit to the previous number or continue to the next number. You may use '0' as the first digit of a number (e.g. to get '05' or even '00'), and such a number is treated like a double-digit number.

Try to create numbers that will be useful when resolving postulates. Check the reference to see the conditions and VPs of each postulate. At the same time, think out of the box: it gets harder to benefit from a postulate if everyone wants to claim it, and the identical numbers are eliminated while

resolving a postulate. And be sure not to show your numbers to your opponents!

After each player writes down the last digit and therefore has a set of eight numbers, move to the next part.

## Part 2. The Conference

This part consists of several turns. Each turn a new postulate card is resolved. If all 16 cards are resolved or any player runs out of numbers, the game is over – score the VPs and determine the winner!

At the start of a turn the chairperson draws a postulate card from the deck and reads it out loud. Then each player, starting from the chairperson and proceeding clockwise, announces whether they want to claim the postulate or not.

If you want to claim the postulate choose an eligible number from the top of your sheet, cross it out and record the same

number in the current turn space at the bottom of your sheet. The number **should meet the condition of the postulate**. You cannot choose the number that you have already used and crossed out. Don't show or tell the number to other players. You cannot claim the postulate if you don't have an eligible number.

If you cannot or don't want to claim the postulate, just strike out the current turn space.

After all players make their choice each player who wants to claim the postulate announces their chosen number.

If only one player wants to claim the postulate they automatically claim it. If several players want to claim the postulate they compare their chosen numbers. First, all identical numbers are eliminated from the current turn. Of the remaining numbers, the number that best meets the postulate condition wins. If several numbers tie, **the greatest of them wins**. The owner of the winning number claims the postulate.

If you claim the postulate take its card and encircle your winning number in the current turn space. Record the victory points given by the postulate next to the encircled number. The player who claims the postulate also becomes the next chairperson. Each player who tried to claim the postulate but have not succeeded crosses out their chosen number.

If no player claims the postulate (because nobody wanted to claim it or all contenders were eliminated) discard the card, and the current chairperson keeps their position.

**Example turn**

It's a five-player game. The chairman Eustache draws the postulate and announces: *Two identical digits, four victory points*. After that Eustache, Algernon, Balthazar and Cornelia say that they want to claim the postulate, while Dorothy decides not to fight.

Eustache chooses his 22, Algernon uses his 88, the same as Balthazar, and Cornelia chooses 44. Algernon and Balthazar have chosen the same number, and therefore they are eliminated from the fight. Cornelia's 44 is greater than Eustache's 22, and Cornelia claims the postulate. She encircles her 44, takes the postulate card (gaining 4 VPs) and the chairperson token. Eustache, Algernon and Balthazar cross out their numbers for this turn.

Dorothy also has an 88 in her set but she has chosen not to risk. And her caution pays. The next turn Cornelia draws the *Minimum difference between digits* postulate, and Dorothy easily claims it with her 88 because the difference between 8 and 8 is 0.

**Note:** if a player mistakenly chooses the number that doesn't meet the condition of the current postulate, the player is immediately eliminated from the current turn, even if there are no other players who want to claim the postulate.

If there is at least one postulate card in the deck and each player has at least one unused number, proceed to the next turn.

# Game End

The game is over after the current turn if at least one of the following is true:
- the last postulate card was resolved;
- any player has used their last number.

Each player totals their victory points from their claimed postulates. The player with the most VPs is the winner.

We recommend to play Binome three times and tally all scores to decide the grand winner.

# Postulates

## Lucky Numbers

**Two identical digits** — both digits of a number must be the same.

$$\boxed{a} = \boxed{b}$$

**Divisible by 10** — the second digit of a number must be 0.

$$\boxed{a}\boxed{b}_{\times 10}$$

**Contains 0** — at least one digit of a number must be 0.

$$\boxed{0}$$

**Divisible by 5** — the second digit of a number must be 0 or 5.

$$\boxed{a}\boxed{b}_{\times 5}$$

**Contains 5** — at least one digit of a number must be 5.

$$\boxed{5}$$

# Big Numbers

**Maximum number** — any number is eligible but only the greatest wins.

$$\boxed{a}\,\boxed{b}_{\;max}$$

**Maximum sum of digits** — any number is eligible but only the one with the greatest sum of digits wins.

$$\boxed{a} + \boxed{b}_{\;max}$$

**Contains 9** — at least one digit of a number must be 9.

$$\boxed{9}$$

# Small Numbers

**Minimum number** — any number is eligible but only the lowest wins.

$$\boxed{a}\boxed{b}_{\ min}$$

**Minimum sum of digits** — any number is eligible but only the one with the lowest sum of digits wins.

$$\boxed{a}+\boxed{b}_{\ min}$$

**Contains 1** — at least one digit of a number must be 1.

$$\boxed{1}$$

# Special Numbers

**Minimum difference between digits** — any number is eligible but only the one with the lowest difference between the digits (subtract the smaller digit from the higher one) wins.

$$\boxed{a} - \boxed{b}_{min}$$

**Maximum difference between digits** — any number is eligible but only the one with the greatest difference between the digits (subtract the smaller digit from the higher one) wins.

$$\boxed{a} - \boxed{b}_{max}$$

**The first digit is divisible by the second** — the first digit of a number must be divisible by the second digit of the number without remainder.
The second digit cannot be 0.

$$\boxed{a} / \boxed{b}$$

**Closest to 50** — any number is eligible but only the one closest to 50 wins.

$$\overleftrightarrow{50}$$

**Sum of digits equals 10** — the sum of the first and the second digits of a number must be exactly 10.

$$\boxed{a}+\boxed{b}=10$$

Many numbers are eligible for several postulates. For example, with your 09 you may try to claim *Minimum number, Contains 9, Contains 0* or *Maximum difference between digits*.

**Note:** certain postulates give X victory points. X equals the number of players who tried to claim the postulate. For example, if 4 players tried to claim such a postulate, the winner gains 4 VPs. Remember to record the victory points.

# Rules Variants

Try the following rules variants.

## Game of Secrets

After a postulate is announced, each player secretly decides whether they want to claim it by choosing a number or striking out the current turn space. The player becomes aware of their opponents' choice only after making their own. This variant is recommended for two players.

## Battle Royale

In a turn when three or more players tried to claim the postulate the succeeding player gains one additional victory point (and records it in their sheet). This variant is recommended for four or five players.

## Transparency

If a player has only one number left unused at the end of a turn, that player announces that.

## Solo Game

Launch the virtual assistant and follow the instructions.

## In the Same Boat

With six or seven players, claiming postulates is easier. After each player who wants to claim a postulate announces their number, eliminate identical numbers as usual, and then each remaining player gains VPs for the postulate. If there is no identical numbers, the greatest number wins.
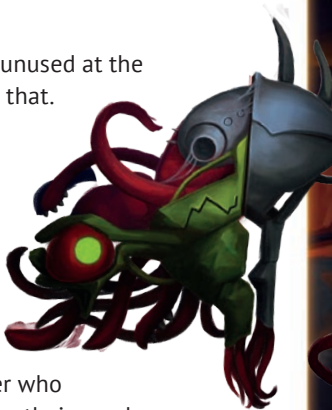
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