# RIPPLE RUSH

A Paper and Pencil Game by Ken Gruhl for 1–5 players, ages 14 and up, 10–15 min.
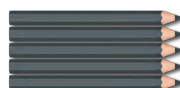
Object of the Game

Rush your way to victory with all sorts of crazy combos. Write a number on your sheet each turn. Bonus numbers, from completing rows and capitalizing on your opponents' misfortune, will help you fill up your sheet. Create the longest chains of numbers to score the most points!
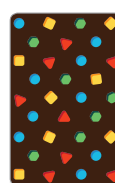
Contents

100 score sheets
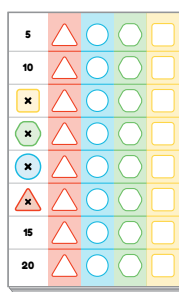
1 rulebook

5 Pencils

100 number cards

front   back

8 goal cards

front   back

Setup

1. Give each player a score sheet and a pencil.
2. Shuffle the **100 number cards** facedown to form the deck. The size of the deck is **20 cards per player**. Therefore:

   a. If you are playing with **four players**, <u>remove</u> **20 cards** randomly.

   b. If you are playing with **three players**, <u>remove</u> **40 cards** randomly.

   c. If you are playing with **two players**, <u>use</u> only **40 cards** chosen randomly.

   d. If you are playing **solo**, <u>use</u> only **20 cards** chosen randomly.

3. Return all of the cards you aren't using to the box. Then, set the deck facedown in the middle of the table.
4. If you want to play the advanced game, shuffle the goal cards, reveal two of them faceup, and return the rest of the goal cards to the box. When playing the advanced game, you will score 3 points for completing the row marked on the goal cards.

Gameplay

Ripple Rush is played in rounds. During each round, players will resolve the following three steps simultaneously:

1. Draw a card
2. Write your number
3. Discard

1. Draw a card

Each player draws a number card from the deck and places it faceup on the table in front of them.

2. Write your number

Each player writes the number they drew on their score sheet in the same color column as the card drawn.

Whenever you write a number on your sheet, it must be higher than any number written below it in the same column. Additionally, it must be lower than all of the numbers written above it in the same column. Numbers in the other columns do not matter for number placement. In other words, the numbers in each column must be written in ascending order from the bottom of the column.

Example: Abby draws the blue 15 card. She has to write a "15" in the blue column. She can't write it above the 17 because 15 is smaller than 17. She can't write it below the 9 because 15 is larger than 9. Abby has to write the 15 between the 17 and 14.

Unable to write the number

If you cannot write a number on your sheet because it would not satisfy the ascending number requirement, announce that number and color to all players, and place that card in the middle of the table. All players may use that card on their sheet, following the same rules as before. You must announce the number and color before any other player has written their number for the round. However, the other players will write your number after they write the number that they drew this round.

Completing a row

When you complete a row on your sheet, you immediately unlock a **bonus number**. The bonus number is shown on the left side of the row you completed. If it is a number, you may write that number on a space in any one of the columns. If it is an X in a color, you may write any number of your choice on a space in that color column. You must write the bonus number as soon as you complete the row you completed. You cannot save it for later. You may choose not to write the number. Writing the bonus number can cause you to unlock more bonus numbers.

Note: If you draw a number from the deck that you have already written on your sheet, you are unable to write it on your sheet and must announce it to the other players.

Example: On the next round, Abby draws the blue 13 card. Abby has no place to write this number because she has no spaces between the blue 10 and 14. Abby announces the rest of the table that she cannot place the blue 13. Now, each other player has the opportunity to write a 13 in the blue column using the same placement rules for writing numbers.

Example: Bob has the sheet shown to the right. Bob draws the orange 18 card. Bob uses it to complete a row. That row allows him to place a bonus number 10 in any column. Bob writes that number in the red column completing another row, which unlocks the X blue bonus number. Now Bob can write any number in the blue column.

3. Discard

Discard all number cards facedown. Then, start the next round.

End Game

The game ends when the deck is empty. Players score points in the following ways:

1. For each column, players score **1 point** for each number in the longest chain of numbers. The numbers do not need to be consecutive.
2. If you are playing the advanced game, score **3 points** if you completed one of the rows shown on the bonus card. Score **6 points** if you completed both of the rows shown.

The player with the highest score wins! If there is a tie, the player with the most completed columns wins the tie. If there is still a tie, both players win!

If you are playing solo, write down your score and try to beat it the next time you play.

Example: At the end of the game, Abby has the score sheet shown here. Abby scores 4 points for red because there are no empty spaces between the 1-5-8-12 in the red column. There is an empty space between the 12 and 17, so that breaks the chain. Her other red chain of 17 and 18 is shorter, so it is not counted. For blue, Abby scores 8 points because all eight spaces are filled in. Abby scores 6 points for green because there are no empty spaces in the middle of her chain of numbers. The empty spaces in the green column are at the top and bottom of the sheet, so they don't break up her chain. For orange, Abby scores 4 points for the 15-18-19-22 chain. Abby's score is 22 points!

Example: (Advanced Game) The two goal cards that were drawn are shown here. Abby completed both of the rows shown on those cards. Therefore, Abby scores 8 points for completing both of the goal cards. Abby's total score is 30 points!

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