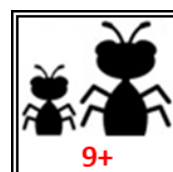




NumBugz[®] Rules



Whotz



Whotz is a fun team description game – a bit like a numbers version of Taboo

Aim of the game: To win the most Bugz by correctly guessing the number described by your teammate.

Players: Can be played by 4 to unlimited people (without the help of an adult, Whotz can be very challenging for younger children but they might enjoy having a go)

Game Platforms: Whotz is best played using both NumBugz and Whotchilli – but if you don't have Whotchilli you could also play with a 6 sided dice

Before the game starts:

- Divide the players into teams
- Decide on the function – addition or multiplication
- Decide on the maximum number of Bugz to add or multiply – the maximum number should be related to the basic maths ability of the players involved
- Take the Whotchilli deck and remove any cards that are over the maximum Standard
 - e.g. if you decide all players will use a maximum of 4 Bugz remove all 5 & 6 cards
 - Shuffle the remaining Whotchilli cards and place them in the middle
- Each team randomly takes a NumBugz tile from the bag and the team with the highest number goes first.

Taking a Turn:

- Decide who will be the first “Describer” in each team. All other team members are “Guessers”
- The Describer then turns the top card from the Whotchilli deck and as quickly as they can removes that number of NumBugz from the bag, keeping them hidden from their team mates.
 - e.g. turn a 2 Whotchilli card and pull 2 Bugz from the bag
 - if you are playing with a 6-sided dice, roll the dice to determine the number of Bugz but roll again if you score over the maximum – e.g. if you roll a 5, then roll again
- At the same time their opponents turn the timer.
- The Describer has to combine the NumBugz according to the chosen function (add or multiply) and then try to describe the answer to their team mates making sure they don't break the “Describing Rules”
 - If the Describing Rules are broken, those Bugz are placed back in the bag. The Describer then turns the next card from the deck and follows the same process again.

As soon as the “Guessers” shout out the right number, the Bugz are placed to one side. The Describer then turns the next card from the deck and follows the same process again.



- A team's turn ends following 2 turns of the timer.
- Once the time has run out, count the number of correctly answered Bugz and add them to the team's score.
 - e.g. 1st turn – 3 Bugz guessed correctly, 2nd turn – 6 Bugz guessed correctly, 3rd turn – 2 Bugz guessed correctly: Total scored = 3 + 6 + 2 = 11
- Put all the Bugz back in the bag – and the next team takes their turn
- Swap the Describer on each turn so that everyone has a go

Describing Rules:

- Allowed:
 - Describing the answer as a whole – e.g. for 50 you could say “half a century”
 - Splitting the total and describing to the Guessers how to combine the numbers to work out the answer – e.g. for 50 you could say “dad’s age plus fingers on both hands”
 - Giving lots of alternative descriptions until team mates get the answer
- Not allowed:
 - Saying the word “number”
 - Saying ANY numbers
 - Referring to, showing or pointing to any Whotchilli cards or NumBugz tiles or numbers in the room
 - Your team members counting until they arrive at the correct answer
 - Breaking down a number into its integers – e.g. if you are describing 56 you can't describe 5 and then describe 6, you must describe 56
 - Using the original NumBugz selected in your calculation – e.g. if the NumBugz were 5 and 10 you would not be allowed to say “fingers on a hand times by a decade”
 - Using the same type of clue more than once during a turn - e.g. if you use someone's age to describe a number you can't describe another number using age as a clue, even if it is another person's age.

Winning the Game: The first team to reach a target number of points, or the highest scoring team after an agreed number of turns, wins the game

Please also find videos on www.plyt.co.uk for how to play