

Unicum

Numbers & Shapes

A game for 3-7 persons over 10 years
by inzenhopeter and Markus Hagenauer.

Translated by Phil Eklund, Sierra Madre Games

1. Game Contents

- 16 cards with numbers on one side and forms on the other
- 1 block with tip labels
- *additionally one pencil per person is required*

2. Game Idea

UNICUM is all about unique characteristics. Every object, every number, every form has special defining qualities that distinguish it from other concepts. You must identify these qualities and argue that its card deserves to be entered into the *Circle of UNICUMS*. In addition to this common task, you also accumulate individual points by correctly estimating the cards and the other players.

3. Game Setup

Agree on whether you want to play with numbers or shapes. Then shuffle the deck and place 9 to 14 cards (according to the number of players, see Table A) face-up in one half of the table. Cards in this half of the table are the Candidates.

Player	Cards	P-Round
3	9	3
4	12	3
5	10	2
6	12	2
7	14	2

Table A (P-Rounds is explained in „Course of Play“)

The remaining cards are not used in this game and are returned to the box.

Each player gets a block with tip labels and a pencil.

4. Course of Play

A) Tip Round – Evaluating the Cards

Each player writes **secretly** three of the candidates on his tip label by entering the name of each candidate in the field labeled “position”. In the first row, write down the candidate that you think will be the very first one included in the *Circle of UNICUMS*.

In the second row write in a candidate you think will be the next to last (penultimate) to be included, and finally write in one that you think will be included dead last.

Place your label hidden in front of you.

B) Proposal Rounds - Admission into the Circle

There are now a certain number of Proposal Rounds, depending on the number of players (see P-Rounds in Table A).

The players agree on who starts. (If no agreement is reached, the oldest starts).

In clockwise fashion, the players propose Candidates to be included in the *Circle of UNICUMS*.

The player whose turn it is selects one of the Candidates and submits one argument why that card is a UNICUM (i.e. something unique).

The argument must describe a property of the Candidate that distinguishes it from all the others. Subsequently, all players can discuss the argument put forward (but cannot submit further arguments of the uniqueness of the Candidate having nothing to do with the original argument).

After a discussion (for or against the argument), it comes to a vote. The player whose turn it is calls for a vote, and all who agree with the argument raise their hand. (The player who introduced the argument must also raise his hand.)

- If **more** than half of the players agree with the argument, the Candidate becomes an UNICUM and enters the *Circle of UNICUMS* by placing it in the other half of the table. Place the cards in a row, so one can determine in what order they were added to the Circle.
- If one half or less of the players agree, the card remains a Candidate on that half of the table. It can be later proposed as an UNICUM with a new argument.

After voting, it is the next player's turn to propose one of the remaining Candidates as an UNICUM.

The game continues until each player has made a proposal twice (if 5 to 7 players), or three times (if 3 or 4 players).

C) Scoring

The Tip Labels of the players are revealed and scored.

For scoring, count only candidates that are in the *Circle of UNICUMS*.

Wertung / Scoring		
Position <i>position</i>	Berechnung <i>calculation</i>	Punkte <i>points</i>
Erste <i>first</i>	10 minus Position	
Vorletzte <i>next to last</i>	Position	
Letzte <i>last</i>	2 x Position	
	Summe / Sum:	

For the candidate you listed ("tipped") as being in first place, receive 10 points minus the position it actually attained in the *Circle of UNICUMS*. So if it came first in the Circle, you get $10 - 1 = 9$ points. If it came tenth (or more) in the Circle, or did not come into the Circle at all, you get zero points.

For your second candidate, the one you "tipped" as being next-to-last, receive a number of points equal to its actual position it came into the Circle. So if it was 7th in the Circle, you get 7 points.

For your third candidate, the one you "tipped" as being dead last, receive a number of points equal to twice its actual position it came into the Circle. So if it was 7th in the Circle, you get 14 points.

Each player adds the points he has received for all three candidates he listed. The player with the highest points wins.

5. Tips

If after a game you want to play again with the same Theme Set, in order to continue playing without problems the arguments used in the first game should not be repeated.

6. "Definition" Variant

The arguments proposed for a Candidate must distinguish it from every conceivable number and shape, not just apart from the other Candidates laid out.