

OBJECTIVE

BE THE FIRST PLAYER TO REACH 12 POINTS

It's easy! Get a **NOVE**. Hit cards. Don't bust. Make pairs. Make sets. Be closest to **31**.

The game is played over several rounds.

WHAT'S IN THE BOX

- 40 cards in 4 different colors.
- Each color has 7 cards numbered 1 to 7, and 3 Babatos cards with a value of 10.
- 30 chips with a value of -1, +1, or +6.
- 1 rulebook.

HOW A ROUND UNFOLDS

- Each round consists of 3 steps.
- For the first round, the **DEALER** is generally the player who won the previous game.
- In subsequent rounds, the player to the left of the **DEALER** becomes the new **DEALER**.

STEP 1: THE INITIAL DEAL

- The **DEALER** shuffles the deck and deals 3 cards to each player.
- Each player adds up their card values.
- If a player gets a value of **9 OR LESS**, they must announce '**NOVE**', show their hand, and Step 2 can begin.
- If multiple players announce '**NOVE**', they must announce their value, starting with the player furthest to the **DEALER**'s left. Only the player with the lowest value gets a **NOVE** and wins the associated points. If the values are identical, it's the player furthest to the **DEALER**'s left who gets a **NOVE**.
- If no one gets a **NOVE**, each player can discard 1, 2, or 3 cards.
- The **DEALER** then re-deals cards so everyone has 3 cards in hand to start Step 2.

STEP 2: HIT OR STAND

- The **DEALER** places the remaining deck face down in the middle of the table, and each player takes a turn, one after the other.
- Before hitting cards, if no one got a **NOVE** in Step 1, the player can now announce '**NOVE**' if they get a value of **9 OR LESS**. If so, they must show their hand.
- If other players get a **NOVE** too, the previously explained rule applies.
- The player can now hit cards from the deck, one by one. The goal is to score as many points as possible, but be careful! The value of the cards cannot exceed **31**.
- The player can choose to continue hitting cards or stand, as in **BLACKJACK**. When a player says '**STOP**', the next player's turn begins.
- The round ends when all players have finished hitting, and everyone can start counting points.

STEP 3: COUNTING SCORE

- Getting a **NOVE** wins 2 points.
- Players who exceeded **31** lose 1 point and cannot win any points for that round. A player can have negative points, and for example be at -3 if he busts 3 rounds in a row.
- If some players got exactly **31**, they announce '**31**', and the player furthest to the **DEALER**'s left wins 2 points.
- If no one had **31**, then still in order, the player closest to **31** announces '**CAPO**!' and wins 1 point.
- Each **PAIR** (2 identical cards) wins 1 point.
- Each **SET** (3 identical cards) wins 3 points.
- Then, each player places one or more **CHIPS** (-1, +1, or +6) in front of them, representing their total number of points.
- The points are added to the total number of points obtained in the previous rounds.
- Once the points are counted, a new round begins. The player to the left of the **DEALER** becomes the new **DEALER**, then shuffles the deck, and deals the cards as in step 1.

THE BABATOS

- **BABATOS** are worth 10! They're not nice... However, two identical **BABATOS** make a pair, and three make a set. Of course, the value of the cards still cannot exceed **31**.

THE 2 JOKERS

- The **JOKERS** are the multicolored cards **7**.
- There are only 2 **JOKERS** that replace red and yellow.
- A **JOKER**'s value can be set to anything from 1 to 7, and it can also be one of the **BABATOS**.
- If a player gets **NOVE** using a **JOKER**, they must declare its value when they announce their **NOVE**. The **JOKER**'s value cannot be changed for the rest of the round.
- If a player has both **JOKERS**, the second one automatically takes a value of 7... Boo!
- During Step 2, if a player has a set, he can ask if the **JOKERS** have been hit. If so, the players who hit **JOKERS** must show them.

SPECIAL CASE: THREE OF A KIND

- During Step 1, if a player gets 3 identical cards, they announce '**THREE OF A KIND**', show their hand, and win directly 6 points. The round ends immediately, and a new one begins.
- A player can, of course, have a **JOKER** among their cards, and thus decide its value.
- A **BABATOS**'s **THREE OF A KIND** works, provided there are 3 of the same **BABATOS**.
- If multiple players announce '**THREE OF A KIND**', they must announce their value, starting with the player furthest to the **DEALER**'s left. Only the player with the lowest value gets a **THREE OF A KIND** and wins the associated 6 points. If the values are identical, it's the player furthest to the **DEALER**'s left who gets a **THREE OF A KIND**.
- A player can get a **THREE OF A KIND** after discarding cards, when the **DEALER** re-deals.

SPECIAL CASE: FOUR OF A KIND

- During Step 2, if a player successfully hits 4 identical cards without exceeding **31**, they announce '**FOUR OF A KIND**', show their hand, and win immediately *99 points*, and therefore the game!
- A player can, of course, have a **JOKER** among their cards, and thus decide its value.

SPECIAL CASE: THE FIRST 2 PLAYERS HAVE BUSTED!

- During Step 2, if the first 2 players have busted and exceeded **31**, the remaining players must place their cards face up on the table.
- The **DEALER** deals them cards one by one, but must stop as soon as the value exceeds **22**. It's therefore impossible for them to bust.
- The **JOKERS** are all worth 7.

END OF THE GAME

- The first player to win *12 points* wins the game.
- If a player has *10 points* during Step 1, they only need to get **NOVE** to win the game, without other players being able to hit cards.
- If a player has *9 points*, they only need to get **NOVE AND A PAIR** to win the game. This is called **NOVE FINITO**.

NOVE is a game developed by **LES JEUX DU NEUF** designed and illustrated by David Habib.



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