

**Setting up**

1. Empty all of the tiles onto an open and flat playing surface.
2. Separate the blue 'number' tiles from the white 'operation' tiles.
3. Ensure all the 'number' tiles are face down. Each player takes his/her 'number' tiles.
  - For games with 2-4 players, each player takes 7 'number' tiles to start.
  - For games with 5-6 players, each player takes 5 'number' tiles to start.
4. Leave the remaining 'number' tiles face down in the middle of the playing surface, within easy reach of all players. Ensure the 'operation' tiles are also easily accessible to all players.

*\* Please note, players do not start with any 'operation' tiles. These are available to any player at any time, but should only be taken as needed. 'Operation' tiles are double-sided. Players may use either side when building a 'Pod'.*

**How to Win**

The point of the game is to be the first player to use up all of his/her 'number' tiles, once all of the 'number' tiles in the middle of the playing surface are exhausted. 'Number' tiles are used to create a 'Pod' of mathematical equations. Don't know what a 'Pod' looks like? Don't worry, it's explained next!

**Forming a Pod**

A 'Pod' is formed by using 'number' tiles and 'operation' tiles to create mathematical equations that overlap by sharing common tiles. A complete 'Pod' must be fully connected and use every 'number' tile available to the player. Please see examples 1-3 below.

**Example 1: Basic**

$$\begin{array}{l}
 1 + 2 = 3 \\
 + \\
 6 - 4 = 2 \\
 = \quad + \\
 8 - 3 = 5 \\
 = \\
 7
 \end{array}$$

**Example 2: Intermediate**

$$\begin{array}{l}
 1 \times 3 = 3 \\
 \div \\
 3 \\
 = \\
 7 - 2 = 5 = 10 \div 2 \\
 - \\
 6 \\
 4 \\
 + \\
 7 \\
 \times \\
 2
 \end{array}$$

**Example 3: Complex**

$$\begin{array}{l}
 2 + 3 \times 3 = 11 = 6 + 5 \\
 + \\
 3 \times 9 = 12 \times 2 + 3 \\
 = \\
 5 \div 5 = 1 = 6 \div 2 - 2
 \end{array}$$

**A Few Rules to Follow When Setting Up Equations**

**Rule #1:** All equations must feature at least one operation sign and one equal sign. There is one exception to this rule. *On a player's final play*, he/she may use the equation 'x=x' where 'x' is any 'number' tile. No operation is required.

Figure 1. Example  $4 = 4$


**Rule #2:** If using division and/or multiplication in an equation, the equation must follow the 'Order of Operations' i.e. multiplication and division come before addition and subtraction in the calculation of the equation.

Figure 2. Correct  $\checkmark$   $2 + 2 \times 3 = 8$   
 Incorrect  $\otimes$   $2 + 2 \times 3 = 12$

**Rule #3:** There is no maximum number of 'number' or 'operation' tiles that can be used in an equation. However, the left and right side of the '=' sign must equate.

Figure 3. Correct  $\checkmark$   $3 + 4 = 7$   
 Correct  $\checkmark$   $3 + 4 = 7 = 5 + 2$   
 Incorrect  $\otimes$   $3 + 4 = 7 + 2$

**Rule #4:** 6 and 9 are interchangeable, but once placed, that tile must only be used as that number while in that location. Should the 'Pod' be rearranged, the tile can go back to being either a 6 or a 9.

**Rule #5:** The 'möbius tile'  is a wildcard tile. This tile can be used as any number from 1-12, but must only be used as that number while in that location. Should the 'Pod' be rearranged, the tile can go back to be any number from 1-12.

## Now that we have discussed the basics... LET'S PLAY THE GAME!

### Starting the Game

Once the game is set up and all players have acknowledged they are ready to play, any player can say 'GO!' to start the game. Upon 'GO!', all players immediately turn over their 'number' tiles and start forming equations using 'operation' tiles pulled from the communal pool in the middle of the playing surface.

### FLIP!

Once a player has used all but one of his/her 'number' tiles to form his/her 'Pod', this player says 'FLIP!'. When 'FLIP!' is called, ALL players must take THREE more 'number' tiles from the communal pool and begin to incorporate these new tiles into their 'Pod'. If there are fewer than THREE 'number' tiles per player remaining in the communal pool, all players take TWO 'number' tiles, then ONE 'number' tile until there are no longer enough 'number' tiles for an even distribution to all players.

### SWAP!

If a player is unable to use one of his/her 'number' tiles, he/she has the 'swappportunity' to swap that 'number' tile for TWO new 'number' tiles from the communal pool. The player must say 'SWAP!' when this is done. There is no obligation for any other player to 'SWAP!' or take more tiles at this time.

### Finishing the Game

When the communal pool of 'number' tiles is exhausted and a player finishes his/her 'Pod', this player yells 'Möbi!'. At this time, all players must put down their tiles and stop playing. All players review the winner's 'Pod' to ensure all equations are correct and linked properly.

*\* Remember, a complete 'Pod' must be fully connected and use every 'number' tile available to the player.*

### No Mistakes?

If all equations are correct, this player is considered the winner and the game is over.

### Mistakes?

If mistakes are found in the 'Pod', this player is considered disqualified. He/she returns all of his/her tiles to the communal pool ('number' tiles are placed face down) and the game resumes for all other players.

## A Few Alternative Ways to Shake Up Möbi

### Möbi for Children

Want to make Möbi more kid-friendly? Remove the multiplication and division tiles from the game. In addition, feel free to take out the number '11' and '12' tiles if you wish. Follow traditional game play once these tiles are removed.

*\* When a player finishes his/her 'Pod' and yells 'Möbi!', all players review the 'Pod'. When playing with children, any mistake made is affectionately called a 'Whoops' by the good people at Möbi Headquarters. A 'Whoops' is no big deal. If found, a 'Whoops' is discussed and then play resumes for ALL players. The player that made the 'Whoops' is responsible for correcting the 'Whoops' as the game continues by rearranging his/her 'Pod'. The game continues until a player finishes a 'Whoops'-free 'Pod'.*

### Möbi for Experts

Want to make Möbi more challenging? When 'FLIP!' is called, adjust the number of tiles picked up from THREE to ONE or TWO. This will ensure that with each 'FLIP!', all players must rearrange at least one of their existing equations.

### Solo Möbi

Playing by yourself? Challenge yourself to a time challenge. Start with 7 tiles and follow traditional game play. Take new tiles ('FLIP!') only once all of your tiles have been used. Time yourself to see how fast you can complete your 'Pod'! Feel free to remove a portion of the communal 'number' tiles to speed up the game if you wish.

### Chill Möbi

Too much stress with all this 'FLIP!' and 'SWAP!' business? Try starting the game with all of the 'number' tiles distributed equally among players. This way ... players don't need to 'FLIP!' or 'SWAP!' throughout the game. Players compete to finish their 'Pod' first.

### Team Möbi

Prefer to play in a pod of your own? Form teams of two or three. Each team takes 7 tiles. One player from each team starts the team's 'Pod' upon 'GO!'. Once the first 'FLIP!' is called, the second player from each team jumps in and takes over. If there is a third player, they take over after the second 'FLIP!' and the team cycles through turns until the game is complete. Note: Each team is only working on one 'Pod' throughout the entire game.