

# “Super Wild” 5D Normikub Rules

## Starting:

Use one Wild Card tile (☺) and four sets of tiles numbered 1 to 13 in four colors such as Black, Red, Blue, and Yellow or Orange. The Wild Card tile is played on the table surface. (If you have a game of "Rummikub", use its racks and half of its tiles.) Each player begins by taking twelve of the remaining tiles and setting them on their rack. With 5, 6, 7, or 8 players, start with 9, 7, 6, or 5 tiles respectively in each rack. Any player who can make a play may volunteer to play first if all agree, otherwise each player picks a tile from the unused ones, and the player with the highest numbered tile plays first.

## Playing:

Players take clockwise turns playing tiles onto the table forming groups of three or more tiles as either “Sets” of 3 or 4 same numbered tiles of different colors (e.g., 5 5 5) or as “Runs” of 3 or more consecutively numbered tiles of the same color (e.g., 2 3 4). The Runs can continue from 13 to 1, and can be in reverse order.

A play can consist of merely adding tiles to those already played by others. Rearranging played tiles is allowed, so long as the remaining groups are all “legal”. The Wild Card tile (☺) can be played in place of any tile, and it remains “Wild” after it is played.

On their first turn, players play no more than six tiles (to avoid games ending before all players have had a turn). The plays are optional, but if no tiles at all are played, that player must take a **penalty** tile from the remaining tiles to play on a later turn. (If a player needs to draw a **penalty** tile from the unused tiles but there are none left, that player’s turn ends and play passes to the next player.) A player’s turn ends after they have stopped playing tiles, and play continues in clockwise rotation.

## Winning:

The first player to play all of their remaining tiles wins the game and may take a “Winner’s Token” to display. The playing continues as the remaining players attempt to play their tiles with the help and advice of the other players. This time of cooperative play can be fun and instructive. Then consider an extra **challenge** for three or more players: rearrange the tiles to avoid using the Wild Card tile. This ends the game and the next clockwise player after the first player starts the next game.

## Additional Rules

### Sixes and Nines Identical:

The 6 and 9 tiles are exactly the same, so these examples are legal: 6 9 6 and 6  
4 5 9  
9

**Adjoined Groups:** Two groups can be adjoined if they share the same last and first tiles. Example: 6

3 4 5 5 5 6 7 7 7 7 8 9  
8

Note: Adjoined groups 6 6 6 9 form a “set” with a repeated color.

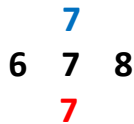
**Dimensional Playing:** The plays may be made in up to five dimensions:

### 1-Dimensional (Horizontal)

Groups are played horizontally, left to right.

### 2-Dimensional (Crisscross)

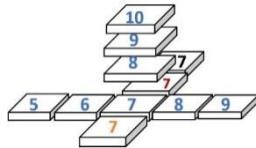
When adding tiles to those already played, they can be added perpendicularly crossword style using the tile at the intersection as part of the new group. For example, add blue 7 and red 7 tiles vertically to a horizontal run of black 6, 7, and 8:



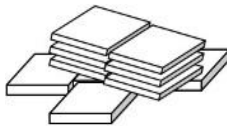
### 3-Dimensional Play: (Stacking)

Besides playing tiles as horizontal or vertical groups, this rule allows playing tiles **upwards**, forming a tower on top of a base tile or **downwards** under a base tile.

This diagram shows a tower group of 7 8 9 10:



To build groups both up and down on the same base tile, place tiles diagonally on a base tile forming two towers as shown:



("Up" or "down" is irrelevant, and adjacent tiles at other levels are ignored.)

### 4-Dimensional Play: (Major Diagonal)

This rule allows playing tiles **inwards** or **outwards** from a base tile by placing them on the major diagonal going **out** from the base tile toward the northeast, and **in** on that diagonal toward southwest as shown in example:



(Since the 4th dimension is normally **time**, the "in" and "out" directions can be considered "previous" and "subsequent", "before" and "after", or "earlier" and "later".)

**5-Dimensional Play:** This rule allows playing tiles **through** or **back from** a wormhole portal by placing them on the **Minor Diagonal**. Place **through** tiles on the diagonal toward the northwest, and **back from** tiles on the diagonal toward the southeast as seen in this example for



6 5 ☺ 10 10:

### Credits:

*Norm Boynton:* Rules, Document, Starting, Wild Card Tiles Remain Wild, 4D Play, and 5D Play.

*Craig Bedward:* 6s and 9s, Adjoined Groups, 3D Play, "Super Wild".

*Arlene Sorenson:* Crisscross,(2D Play).

### Tips:

*Norm Boynton:* Use 4D and 5D before 3D Stacking.

*Paula Mitchell:* A set of 5 can be played with Crisscross, Adjoined groups like 7 8 ☺ 8 are very useful!!.

*Craig Bedward:* "Super Wild" Example: Since the Wild Card tile ☺ remains wild, the following is legal:

