

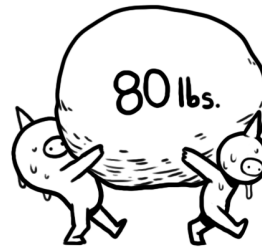
# HOW TO PRINT YOUR VERY OWN COPY OF



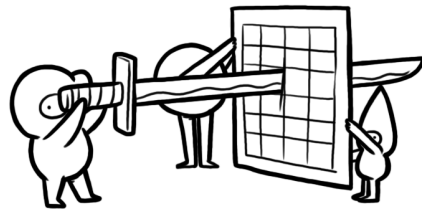
1. Download this PDF and immediately take it to the first printer you can find.



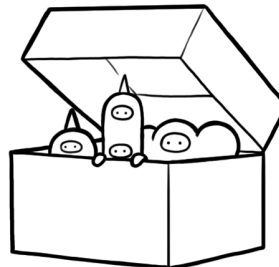
2. Print out at least 2 copies of the game (one copy is a full deck). Use heavy white cardstock (80 lb+) for best results, but plain paper is fine. All of the cards are black and white, so you don't need a colour printer, but they'll look marginally nicer if you use one.



3. Use a paper cutting tool to slice the cards along the lines. the more accurate you can be, the easier they'll be to handle later.



4. Optional: get some sort of container, an ancient treasure chest, or a simple rubber band to store the cards.



If you have any questions, would like to give feedback, or just want to discuss the game and it's characters, you can join the sketchnate discord linked on sketchnate.com and post in the nump channel. don't worry about the other channels, i don't know what goes on in there.



# 'NUMP! rules



## CARD TYPES

### 'NUMPS

The term 'Nump (with the preceding apostrophe) refers to both Numps (no apostrophe) and Gnumps.



Nump:

- These are the most basic creature you can summon, requiring 1-4 'Dumps to put them in play. Each 'Nump has a Type, Name, Level, Effect, and Summon Cost.



Gnump:

- Gnumps are much like Numps in that they have a Name, Type, Level, Effect, and Summon Cost, but their Summon Cost is notable in that it requires your active Numps to be used to summon them. Because of this, they're typically much stronger than Numps, and will have more useful Effects.

Level

- The Level in the top right corner is a combination of your 'nump's Attack Level and health. Unless stated otherwise, your 'nump's Attack and Health are the same number, and as your 'Nump gets attacked both it's Attack and Health go down equally.

Effect

- In your Attack Round you may choose to have your 'Nump either attack or use their Effect (unless the text links your effect to your attack, the effect is passive, or it is otherwise stated in the effect text). Some Effects require you to drop (turn to the left) 'Dumps on your bench equal to the cost shown above the effect's text (indicated by the icon to the left). Those 'Dumps can be re-engaged in your next Defense Round.



Summon Cost



- The icons below a 'Nump's name is their Summon Cost - a series of 'Dump and sometimes 'Nump icons that signify the required amount of each needed to summon it. Note that 'Dumps of the element shown must be used, but Light 'Dumps can be used as substitutes. This is also the case in reverse, as any Light 'Dump cost can be filled by a 'Dump of any element. This is also true of the Nump summoning cost of Gnumps.



### 'DUMPS

These are used to create 'Numps. Each 'Nump's summon cost will include at least one of these. there are 2 tiers of these creatures:

- Dumpling: worth one of it's given type
- Dump: worth 2 of it's given type

They are both generally referred to as 'Dumps. These can both have an elemental type that some 'Numps require to summon them. 'Dumps from your hand can be put on the bench to later be used to summon 'Numps.

When a 'Nump is killed and sent to the graveyard, the 'Dumps attached to it will go back on your bench Dropped, and can be re-engaged in the next Defense Round.

PLAYFIELD

GRAVEYARD

BENCH

DECK

## RULES + EFFECT TERMS

Life Points

- Each player has 2 life points. If a player has no 'Numps in play, or all of their active 'Numps are disengaged, they are able to be attacked directly by their Opponent, taking one life point. Once a player is attacked directly a new round starts and play continues until a player loses both life points, or both players run out of cards.



Drop

- Turn the card to the left to show it's been used, but is still engaged and able to defend against attacks.



Disengage

- Turn the card to the right to signify it's unable to attack or defend. This will typically last for a round, but can often last for longer if a 'Nump's effect says so. Note: if an effect states that a 'Nump is disengaged for a round, this means til the end of the affected player's next Attack Round.

Sacrifice

- A 'Nump can be sacrificed by putting it in your graveyard pile. This puts it out of play, unless it is special summoned back to your hand or the playfield by another 'Nump's effect.

Summon

- a 'Nump can be summoned by using the 'Dumps on your bench (and also using active Numps in cases where you're summoning Gnumps). This can be done at any point in gameplay as long as you can meet the summoning requirement. Place the 'Dumps and 'Numps used in summoning under the 'Nump being summoned.

Special Summon

- A 'Nump can be summoned in for one or more turns by using some 'Nump effects. Special Summons happen in many different ways, sometimes bringing in a powerful 'Nump at a cost, or temporarily spawning them to use their effect. The type of special summon and the length of their stay on the playfield will be laid out in the effect text of the 'nump doing the special summoning.

## PLAY

Deck Prep.

- shuffle your deck
- deal yourself 7 cards to begin

Defense Round

- Once all players have prepared their decks and drawn cards, they're ready to start summoning. During this phase all players are able to take as many 'Dumps as they want from their hand and put it on their bench (the space closest to the player on the play field). Using these in-play 'Dumps you are then able to summon 'Numps into play on the field (any space you like beyond the bench). Once both players are done placing cards, they may begin the attack round.

Attack Round

- At the beginning of each attack round players will play rock, paper, scissors. The winner will get to start their Attack round first  
- During this round players may continue putting 'Dumps on the bench and 'Numps into play, then use their 'Numps' attack or effect. Once they are both done, play moves forward.

Turn end

Once both players have finished their attack round they can draw 5 more cards and begin the next Defence round, placing new 'Dumps and summoning new 'Numps, and then play rock, paper, scissors to determine who begins the next Attack round.

GAME END

Once a player loses both of their life points or both players run out of cards the game ends.

**YIRCLE** 1



**PEAS** 1

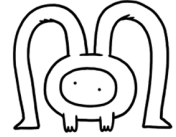


Add +1 to this Nump's Attack for every other 'Nump you currently have in play.

**WABBLE** 1



**LONG FROG** 1



**BREAD** 1



You may add +1 to a chosen 'Nump's level for as long as this Nump is in play.

**BULB** 1



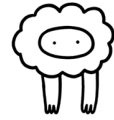
When this Nump is summoned, you may look at the top 5 cards of your deck.

**ONION** 1



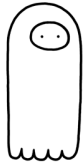
Add +1 to a chosen 'Nump's level for as long as this Nump is in play.

**PUFFY** 1



You may Sacrifice this Nump to cancel the attack of an Opposing 'Nump.

**GHOST** 1



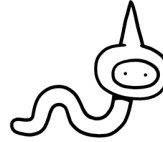
Sacrifice this Nump to put the top card of your Deck into play.

**SPIDER** 1



Sacrifice up to 2 cards from your hand, adding +1 to this Nump's Level each time.

**WORM** 1



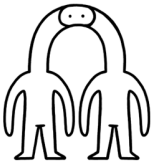
You may Disengage this Nump until the next Defence phase and double it's Attack. you may do this multiple times in a row.

**???** 1



Flip a coin. If heads, select an Opposing 'Nump. That 'Nump may no longer use it's Effect.

**BRIDGE** 1



You may use the 'Dump attached to this Nump to summon another 'Nump.

**DRIP** 1



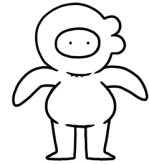
This Nump counts as 2 when creating a Gnump.

**EGG** 1



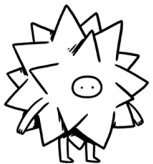
You may search your Deck for a Dump and put it on your Bench.

**DUCKY** 2



You may put this Nump in play by Dropping a Wet Dump on your bench.

**BOINT** 2



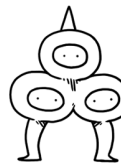
Attacking Numps take 1 damage.

**FROG** 2



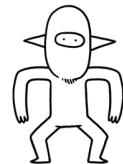
Search your Deck for up to 2 'Dumps and put them in your hand.

**TRIPLE** 2



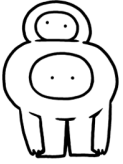
Draw 2 cards

**POINTHEAD** 2



**SNOWMAN**

2



**DUBBY**

2



Search the top 4 cards of your Deck for a Dump and put it in your hand.

**BATPIRE**

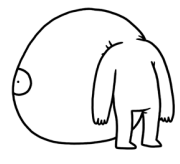
3



Sap 1 level from an Opposing 'Nump and add it to Batpire.

**BIGHEAD**

3



This Nump's Attack is 1



**TANGLED**

3

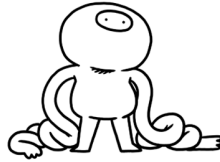


This Nump cannot attack, but you may choose one Opposing 'Nump to Disengage for as long as this Nump is in play.



**LONGLY**

3



You may search your Deck for 1 'Nump, in return this Nump's level is lowered to 1.



**BANG**

3



If this Nump is killed, the attacking 'Nump will take 3 damage.



**TEDDY**

4



This Nump cannot attack.



**MASCOT**

5

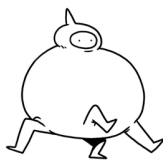


Whenever this Nump attacks, flip a coin. If heads, it may do 2 damage. If tails, it does not attack.



**FIDER**

5



If a 'Nump on your team is being attacked, this Nump can take the damage instead.



**MAGI BOI**

4



You may Sacrifice an in-play 'Nump to Special Summon a 'Nump from your hand for one turn, then put that 'Nump back in your hand.



**TANKLE**

4



Draw a card. Choose one Opposing 'Nump and disengage them for one turn.



**MUSHROOM**

4



You may choose one Opposing 'Nump and use it's Effect.



**PON**

4



When it is first put in play, this Gnump gains +1 level for every other 'Nump currently in play. When attacking, it may target multiple 'Numps, dividing it's attack between them.



**ALIEN**

5



Flip a coin. If heads, a chosen Opposing 'Nump is confused, and must flip a coin and get 'heads' when it attacks, or it will attack itself.



**WARTS**

5

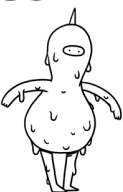


If Warts is killed, all Opposing 'Numps currently in play are poisoned. Your Opponent must flip a coin for each affected 'Nump and get 'heads' to cure them. 'Numps that have not been cured take 1 point of damage per round, and remain poisoned until 'heads' is flipped.



**STICKY ROUND**

5



'Numps attacking Sticky Round may now only attack Sticky Round, and may only attack for 1 damage.



**BIGFUR**

6



When attacking, you may flip a coin. If heads, this Gnump's attack is doubled for this round. If tails, you must Sacrifice an active 'Nump.



**TIGER**

6



Flip a coin until you get tails. You may attack your Opponent's 'Numps once for every heads you got.































































**PSYCHE**

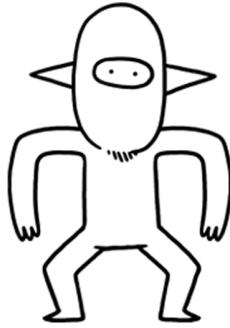
6



Prevent all Opposing 'Numps from using their effects for as this Gnump is in play. You may also select one Opposing 'Nump and lower it's attack level to 0.



<p>LIGHT DUMPLING </p>  <p></p>	<p>LIGHT DUMPLING </p>  <p></p>	<p>LIGHT DUMPLING </p>  <p></p>	<p>LIGHT DUMPLING </p>  <p></p>
<p>LIGHT DUMPLING </p>  <p></p>	<p>HOT DUMPLING </p>  <p></p>	<p>HOT DUMPLING </p>  <p></p>	<p>HOT DUMPLING </p>  <p></p>
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<p>WET DUMPLING </p>  <p></p>	<p>WET DUMPLING </p>  <p></p>	<p>WET DUMPLING </p>  <p></p>	<p>WET DUMP </p>  <p></p>
<p>WET DUMP </p>  <p></p>	<p>HOT DUMP </p>  <p></p>	<p>HOT DUMP </p>  <p></p>	<p>LIGHT DUMP </p>  <p></p>



# Terms of use

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I would like to additionally give credit to Cards Against Humanity for the format of this printable project, they really knocked it out of the park and made something i honestly couldn't improve upon.