

Rules of the game

HURRI COUNT

Players: 2 to 5

Age: 6+, 8+ years

Time: 10-15 minutes

Video Instructions:



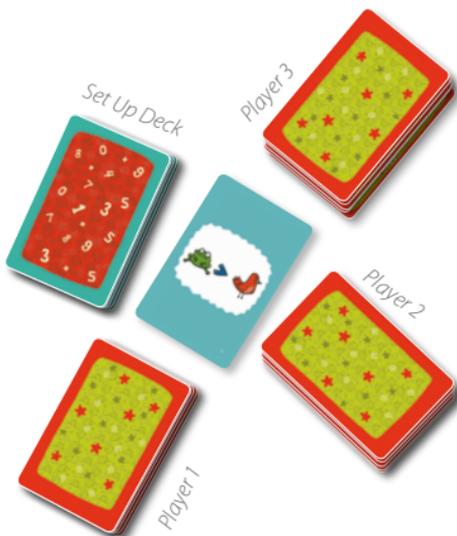
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Before you start

Two decks are used in the game: one with animals and another with set ups. Shuffle each deck.

All cards from the Animals deck are dealt equally among the players. Players then put their cards in front of them face down in a pile.

Place one card from the Set Up deck face up in the middle of the table.



How to play

Each player in turn opens the top card from their stack and places it face up on the table. Each new card is placed on top of the previously opened card fully covering it. Only top cards are played.

When you see that the condition from the Set Up card is met by the open Animal cards on the table, you need to quickly cover the Set Up card and yell "Got it!".

The condition on the Set Up card must be met by all open Animal cards. For example, in a game with two players, Player 1 has "2 hedgehogs" card and Player 2 - "4 hedgehogs" card, it means the total of 6 hedgehogs is open.

If you were the first to shout "Got it!", you win the round, take all the stacks of open Animal cards on the table including your own and place them face down at the bottom of your stack. If the condition of the Set up card is not met, but you mistakenly covered the card and shouted "Got it!", you get a penalty and give one Animal card to each player. In a game of four or more players, in case of a penalty you give one Animal card only to the players on the left and right of you.

After the round is won, a new Set Up card is opened and placed on top of the old Set Up card that is no longer considered for the game.

If you run out of Animal cards, you are out of the game. Your open stack continues to participate in the game until it is claimed by player the who wins the round.

How to win?

The game is over if:

- All players except one run out of Animal cards.
- All Set Up cards have been played.

All players count their animal cards and the player with the most cards wins.

If you want to reduce the length of the game, you can use only part of the Set Up cards.

Types of Set Up cards

There are three types of the Set Up cards:

1. Exact amount

If the amount of any animal on all Animal cards meets the condition on the Set Up card – be sure to cover it first!



the open cards show 2 and 4 hedgehogs, which is equal to 6 and means the condition of the Set Up card is met

2. Number equation

In this case, the condition only applies to a single type of animal.



Open Animal cards have total of 9 (5 + 4) frogs. Therefore, the condition is met.

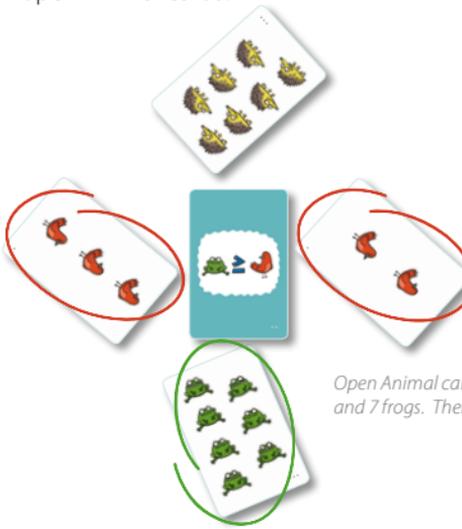


If the animal is missing on all open Animal cards, this means that there is zero of that type of animals and that is less than any other number. The example on the illustration meets the condition "birds less than one" as there are no birds.

The condition can be met even when only the first Animal card is opened.

3. Animal equation

You need to compare the sum of one type of animal against the other type on all open Animal cards.



First turn opens Animal card with 6 birds, but there are no frogs. This means that the total of frogs is 0. Therefore, the condition is met.

Open Animal cards have total of 5 (3 + 2) birds and 7 frogs. Therefore, the condition is met.

How to play with younger children?

You may want to remove the element of speed from the game and allow kids to take time analysing open cards. Thus, only the player who opened the last Animal card can shout "Got it!". If the player thinks that the condition is not met, the cards remains in place and the turn moves to the next player.

Alternatively, all Animal and Set Up cards are marked with either one, two or three dots which represent the level of difficulty. So, you can start playing with cards by using one dot and gradually introduce cards with two and three dots.



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V.3 2016 ENG



You can add HurriCount Mathitude cards to HurriCount to enjoy a more exciting mathematical challenges!



- New Animal Cards! New challenge for your arithmetic abilities.
- Cunning chameleon brings even more intrigue to the game!
- Unimaginable Set Up cards that will force you to use your brain at full capacity!