

Rules of the game

Numberloor

Players: 2 to 5
 Age: 4+, 6+, 8+
 (depends on the version
 of the game)
 Time: 15-30 minutes

Video Instructions:

www.thebrainyband.com

Rules of **Numberloor** are simple: player who played all cards in hand gets one Star. The one who collects required number of Stars is the winner! The game has three versions based on different levels of difficulty: Advanced (8+), Intermediate (6+) and Beginners (4+)

Advanced Rules (8+ years)

Before you begin

Two decks of cards are used: Level and Hot Air Balloon cards. For this version take out 6 Hot Air Balloon cards with blue mark in the left bottom corner.

Thoroughly shuffle the deck and deal six cards to each player. You will have to re-deal if any player got only Hot Air Balloon cards and no Level cards.

Without looking take out and place in the middle of the table two cards: one Level and one Hot Air Balloon cards (has to be with number). Players take turn clockwise. The youngest player starts.

General game rules

Players try to play all Level cards from their hands using Hot Air Balloon cards. During your turn you can play one, couple or all cards. During any turn at least one Level card has to be played.

If you cannot play a card, you need to take two cards from the pile and try to play.

If even after taking two additional cards you cannot (or don't want to) play, you need to say "Pass" and the turn goes to the next player.



Rules of playing cards

On top of Level stack you can place:

1. Level card with the same number as the top Level card: for example, Level [1] on top of Level [1].
2. Level card that is below/above number of level corresponding to the Hot Air Balloon card. For example, top Level card is [5] and Hot Air Balloon card is [3], you can place [2] Level card or [8] Level card ($5 - 3 = 2$ or $5 + 3 = 8$).

You can place any Hot Air Balloon card (or cards) on top of the Hot Air Balloon stack at any time during your turn. Or you may want to withhold your Hot air balloon card(s), in that case the top Hot air balloon card in the stack is being played. During your turn you can use Level and Hot air balloon cards in any sequence. You can place several Level or Hot Air Balloon cards in a row. During your turn at least one Level card has to be played.

Example: [3] Level card and [2] Hot Air Balloon card are open, you place [5] Level ($3 + 2$), then [7] Level ($5 + 2$), then [9] Level ($7 + 2$), then you place [3] Hot Air Balloon and [6] Level ($9 - 3$) and [3] Level ($6 - 3$).

If you played all your Level cards, you need to place all remaining Hot Air Balloon cards to finish the round. You can leave any Hot Air Balloon card you choose on top of the stack.

End of the game

When you succeed at playing all your cards, you perform victorious dance, get a Star and take 6 cards from the pile. The turn goes to the next player clockwise.

The winner is the player who collects 5 Stars (in a game of 2-3 players) or 3 Stars (in a game of 4 - 5 players).

What is above 9 and below 0?

In **Numberloor** while moving from Level to Level the tens are mentally added or discarded. So that you get positive one-digit number.

For example, if you move two Levels up from the 9th Level, you will end up on the 11th Level. You will use the [1] Level card to show this. If Level card is [0] and you need to go down three Levels, you will use 10th Level and go down to the 7th Level.

In other words, [2] Level card in Numberloor can mean 2nd and 12th level and [0] Level card – both 0th and 10th level.



Special Cards

Night Level Card. You can use this card as normal Level card during your turn. Also, this card gives you a chance to play when it is not your turn, but only if it suits both open Level and Hot Air Balloon cards.

If you take over the turn, the game continues in the regular way and the next turn goes to the next player to your left.

If a player played all Level cards and has only Hot Air Balloon cards left, you cannot steal his/her turn. In this case the player finishes the round by playing all Hot Air Balloon cards in his/her hand.



Hot air balloon Card “Any Nearest Level” While this card is on top of Hot Air Balloon stack, you can play Level cards with the same number as the open Level cards or one or two Levels above or below. For example, if [5] Level card is open, you can play [3], [4], [5], [6] are [7] Level cards. Please note: each new Level card played will have different nearest level!



Hot Air Balloon Card “Any Odd/Even Level” While this card is on top of Hot Air Balloon stack, you can play any odd/even Level card.

Hot Air Balloon Card “Skip a Go” If you finished your turn and left this card on the top of the Hot Air Balloon stack, then the next player has to take two cards from the pile and skip his/her turn. Also, while this card is on top, only Level cards with the same number of the top Level card can be played.



Intermediate Rules (6+ Years)

In this version players will have to add/subtract up to 3 levels. The rest of the rules are the same as in the Advanced Rules.

Take out all cards with red mark in the corner from the deck. As no Night Level cards participate in this level, all players take turns without stealing turns.



Beginners Rules (4+ Years)

In this version players will have to observe direct and reverse consequence in numbers row.

For this version you will only need day Level cards without Hot Air Balloon or Night Level cards. Shuffle the deck, deal 6 cards to each player and place two Level cards in the middle of the table.

Players take turns. The youngest starts the game.

During your turn you can place a suitable card on top of the card in the middle of the table.

You can play your Level cards with the same or nearest number as the open top cards. For example, you can play either [4], [3] or [5] Level cards on top of open [4] Level card.

During your turn you can play as many cards as you can. If you cannot (or don't want) to play your cards, you need to say “Pass” and take two cards from the pile. The turn goes to the next player.

If the open card is [0] Level card, then the nearest numbers are [1] Level or [9] Level (meaning that we move from the 10th Level down to the 9th).

When you succeed at playing all your cards, you make a victorious cry, get a Star and take 6 cards from the pile. The turn moves to the next player.

If the pile is exhausted, the cards from the middle of the table are re-shuffled and placed in the pile. Please note that the top cards are left on the table.

The game continues until one of the players gets 5 stars (for 2-3 players) or 3 stars (for 4-5 players).



Other educational games
www.thebrainyband.com