

Numberloor

Players: 2 to 5

Age: 4+, 6+, 8+

Time: 15–30 minutes

Video Instructions:
www.thebrainyband.com

Rules of the Game

Skipping up and down the floors of a Magic House, the players will easily learn a lot about the number line as well as adding and subtracting of numbers greater than 10!

Object of the Game

Jump the floors, collect the stars!

Winner

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).

Basic Version (8+)

Set Up

Two decks of cards are used: Floor cards and Balloon cards. For this level, take out 6 Balloon cards with the blue mark in the left bottom corner.

Shuffle the deck and deal six cards to each player. You will have to re-deal if a player got only Balloon cards and no Floor cards.

Without looking, take two cards and place them in the middle: one Floor and one Balloon card (Balloon card has to be with a number).

The youngest player begins. Players take turns clockwise.

It Can Look Like This:



How to Play

Your goal is to play as many Floor cards from your hand as possible while using Balloon cards. During your turn you can play one, several or all cards. During any turn, at least one Floor card has to be played.

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

If even after taking two additional cards you cannot (or do not want to) play, you need to say, "I pass", and the turn goes to the player to your left.

Rules

On top of the Floor stack, you can place:

1. Floor card with the same number as the top Floor card: for example, Floor [1] on top of Floor [1].
2. Floor card that is below/above number of floors corresponding to the Balloon card.

For example, if your top Floor card is [5] and your top Balloon card is [3], you can place Floor card [2] or Floor card [8] ($5 - 3 = 2$ or $5 + 3 = 8$).

You can place any Balloon card (or cards) on top of the Balloon stack at any time during your turn. Or you may want to withhold your Balloon card(s), in which case the top Balloon card in the stack shall be played.

During your turn, you can use Floor and Balloon cards in any order. You can place several Floor or Balloon cards in a row. However, during your turn, at least one Floor card needs to be played.

It Can Look Like This:

Example:

3 Floor cards and 2 Balloon cards are open, you place Floor [5] ($3 + 2$), then Floor [7] ($5 + 2$), then [9] Floors ($7 + 2$), then you place Balloon [3] and Floor [6] ($9 - 3$) and Floor [3] ($6 - 3$).

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

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

Important

1. What is above 9 and below 0?

As you are moving from floor to floor, the tens are mentally added or discarded. Thus you get a positive one-digit number.

If we move two floors up from the ninth floor, we will end up on the eleventh floor. We will use the Floor card [1] to show this.

If Floor card is [0] and we need to go down three floors, we will use it as the tenth floor and go down to the seventh floor.

In other words, Floor card [2] in Numberloor can mean 2nd or 12th floor, and Floor card [0] can be either 0th or 10th floor.

2. Special Cards



- **Night Floor Card**

You can use this card as a normal Floor card during your turn. Also, this card gives you the chance to play when it is not your turn, but only if it suits both, open Floor and 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 his/her Floor cards and has only Balloon cards left, you cannot steal his/her turn. In this case, the player finishes the round by playing all Balloon cards in his/her hand.

- **Balloon Card "Any Nearest Floor"**

While this card is on top of the Balloon stack, you can play your Floor cards with the same number as the open Floor cards or one or two floors above or below. For example, if Floor card [5] is open, you can play Floor cards [3], [4], [5], [6] or [7]. Please note: each new Floor card played will have different nearest floors!



- **Balloon Card "Any Odd/Even Floor"**

While this card is on top of the Balloon stack, you can play any odd/even Floor card.

- **Balloon Card "Skip a Go"**

If you finished your turn and left this card on the top of the 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 Floor cards with the same number on the top Floor card can be played.



Additional Versions of the Game

Intermediate Level (6+)

How to Play:

In this version, players will have to add/subtract up to 3 floors. The rest of the rules are the same as in the Basic Version.

Take out all cards with the red mark in the corner from the deck. As no Night Floor cards are present at this level, all players take turns without overtaking.

Beginner Level (4+)

How to Play:

In this version, players will have to observe direct and reverse sequences in numbers row. You will need day Floor cards without Balloon or Night Floor cards. Shuffle the deck, deal each player 6 cards and place two Floor cards in the middle of the table.

The youngest player begins. The game goes clockwise.

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

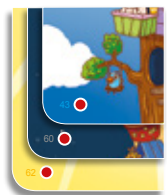
You can play your Floor cards with the same or nearest number as the open top cards. For example, you can play Floor cards [3], [4] or [5] on top of the open Floor card [4].

During your turn, you can play as many cards as you can. If you cannot (or do not want) to play your cards, you need to say, "I pass" and take two cards from the pile. The turn then goes to the next player.

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

If you succeed at playing all your cards, you can perform a victorious dance, get a Star and take 6 new cards from the pile. The turn then moves to the next player.

When 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.



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