

Game Rules

HURRICOUNT

Mathitude

Players : 2-5

Age : 7+, 10+ Years (depending on rules variant)

Time : 10-15 Minutes

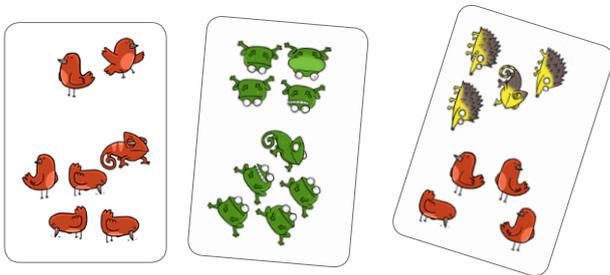
Video manual: www.thebrainyband.com

The extension HurriCount Mathitude contains more complicated cards that may be gradually added into the deck of the basic game HurriCount in order to make the game more interesting and help children acquire more complex math skills.

HurriCount Mathitude can also be used as a standalone game as well (recommended for children 10 years and up). If you've never played HurriCount before, start by studying the basic rules on the back.

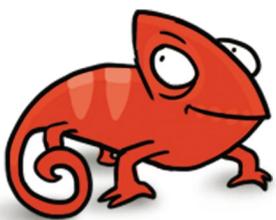
Mathitude!

The rules of the game HurriCount Mathitude are the exact same rules that apply to the game HurriCount except for the all-new introduction of the chameleon. If one of the players uncovers a chameleon card, he will have to cover up the card with his palm as soon as possible and yell "Mathitude!".



But this must only be done in the case that the chameleon card is uncovered and the condition on the central card is not fulfilled. If the condition is fulfilled, then, just like in the basic rules, the players will need to cover the card in the center with their palm and yell "Got it!". In this case, the new Mathitude rule does not apply and the chameleon is not counted when totaling up the players' number of animals.

Whoever places their palm on the chameleon card first gets to take the other players' piles of uncovered cards for himself and places them at the bottom of his own deck. If, however, a player covers the card by mistake (or even touches it), then the player will have to give away one of his cards to each of the other players as a form of a fine.

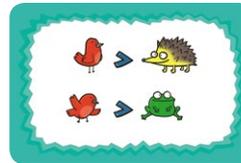


New Conditions Cards

Examples of the new conditions cards and comments on them:



There are more than four frogs, but still less than the birds.



There are more birds than hedgehogs, meanwhile there are more birds than frogs.



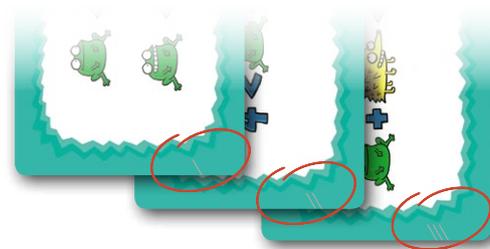
There are more than seven birds, meanwhile there are less than five hedgehogs.



The sum of the birds and frogs is more than or equal to nine.

Where to Start

The difficulty level of the cards is marked by stripes in the corner of the card. It's best to add the game decks into the game gradually, starting with the simplest cards. It's not necessary to aim to play all the cards in the game deck.

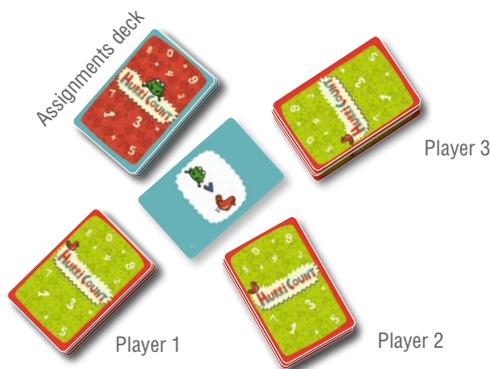


For example, if you are playing with more than three players, the cards with a large amount of the same animals may make it extremely more difficult to evaluate quantity, meanwhile the conditions cards with three stripes may prove too difficult for playing with a group of children less than ten years old.

Basic Game Rules “HurryCount”/“HurryCount Mathitude”

How to Pass Out the Cards

Two decks are used in the game: an animal deck and an assignments deck. Shuffle each deck. Pass out all of the cards from the animal deck to the players. Without looking at the cards, then place all of their cards in front of them in a pile face down. Place one card in the middle of the table from the assignments deck.



The Winner

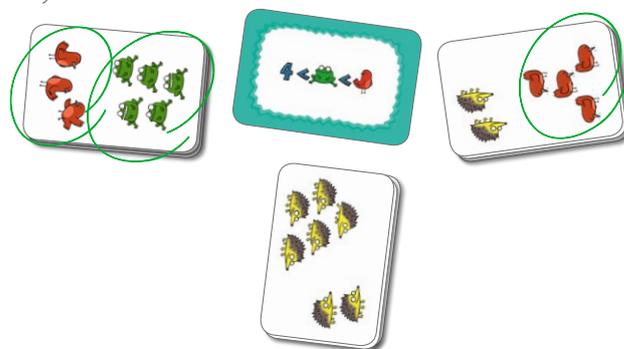
A game is over when one of the following scenarios occurs:

- All of the players besides one run out of cards.
- All of the assignment cards have been played – in this case, the players will count up the cards in their piles and whoever has the most wins.

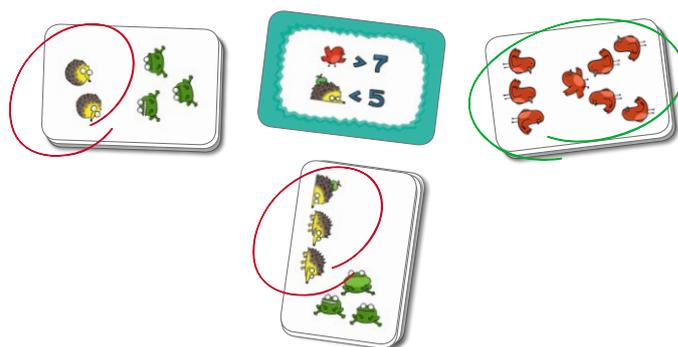
In order to keep the game shorter, you can limit the amount of assignment cards in the deck.

A Couple of Examples

Three players' displayed cards add up to five frogs (thus, there is more than four) and seven birds (thus, there are more of them than frogs) – this means that the condition has been fulfilled and the quickest player must cover up the condition card with his palm and yell “Got it!”.



One of the cards displayed has eight birds on it (the first part of the condition is fulfilled). All of the displayed cards add up to eight hedgehogs (the second part of the conclusion is not fulfilled – there must be less than five). The condition is not fulfilled and so that players must continue to display cards until the condition is fulfilled.



It is important to keep in mind that if one of the animals is missing on all of the cards displayed, then it is considered its amount is zero and this is duly taken into account in the interpretation of the conditions. For example, in the case of the example given, if there ends up not being a single hedgehog on the uncovered cards, that means that the condition “less than five hedgehogs” is fulfilled.

How to Move

The players take turns taking one card from each of their piles and placing them on the table face up. The players place each subsequent card on top of the card that they last placed on the table, covering it up.



As soon as cards end up uncovered on the table indicating a particular assignment after some one's move, the players need to place their palm on it faster than everyone else and yell “Got it!”.

Fulfillment of the condition is evaluated from the point of view of the amount of animals on all the uncovered cards. For example, if in a game of two, one of the players has displayed a card that says “2 hedgehogs” and the other player displays a card that says “4 hedgehogs”, then it is considered that there are now 6 hedgehogs on the table.

The condition may be fulfilled even when the first person has just barely played the first card!

If a player manages to cover up an assignment card first, he will collect the cards from the uncovered piles of the other players and place them at the bottom of his deck. If the player, however, covers up the assignment card by mistake (or even touches it), then he will have to give up one of his cards from his deck to each of the other players as a fine.

Each time one of the players wins a round and claims all of the uncovered cards, the next assignment card will then be displayed on the table and the assignment card the player just won will be discarded.

If a player runs out of cards, then he must leave the game. His uncovered pile still continues to participate in the game, however, until it is taken from the player that wins the next round.



Other educational games on the website www.thebrainyband.com

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