HurriCount

Rules of the Game

Players: 2 to 5
Age: 6+, 8+
Time: 10−15 minutes

Video Instructions:
www.thebrainyband.com

Contents:
- 54 Animal Cards
- 26 Task Cards
- 1 Rules Booklet

Object of the Game

Hurry to become the Count Master and collect the most of the funny Animals!

Winner

The player with the most Animal cards wins.

If you want to shorten the game, you can leave only a part of Task cards in the pile.

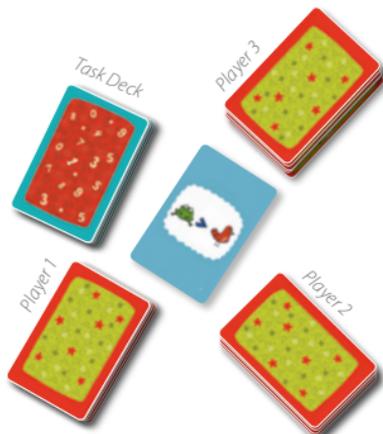## Basic Version (8+)

Set Up

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

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

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

It Can Look Like This:

Task Deck
Player 1
Player 2
Player 3

How to Play

The youngest player begins. On your turn, open the top card from your stack and place 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 Task card is met by the open Animal cards on the table, you need to quickly cover the Task card with your hand and say, "Got it!". All open Animal cards are considered for the condition on the Task card. For example, in a game with two players, if Player 1 has a "2 Hedgehogs" card and Player 2 has a "4

Hedgehogs" card, it means the total of 6 Hedgehogs.

If you were the first to say, "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 Task card is not met but you mistakenly covered the card and said, "Got it!", you get a penalty and give one of your Animal cards to each player. In a game of four players or more, 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 Task card is opened and placed on top of the old Task 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 the player who wins the round.

The game is over when:
- All players except one run out of Animal cards.
- All Task cards have been played.

Types of Task Cards

There are three types of the Task Cards:

1. Exact Amount

If the amount of any animal on all Animal cards meets the condition on the Task card, be sure to cover it first!
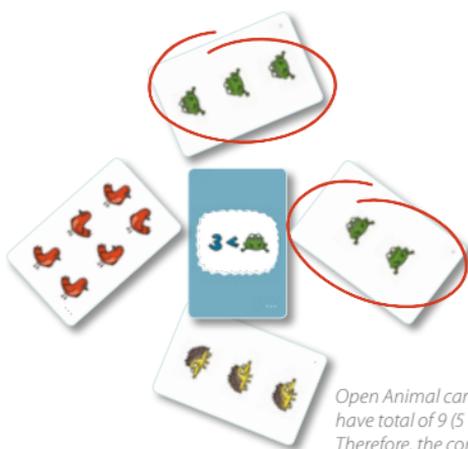
2. Number Equation

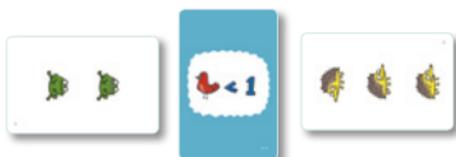In this case, the condition only applies to a single type of animal.

Open Animal cards have 2 and 4 hedgehogs, so the total is 6. Therefore, the condition is met.

Open Animal cards have total of 9 (5 + 4) Frogs. Therefore, the condition is met.
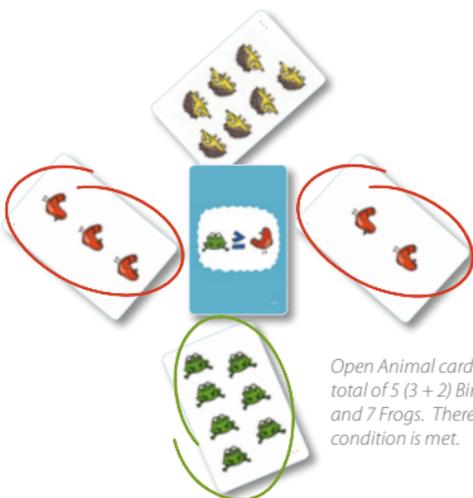
If the animal is missing on all open Animal cards, this means that there is zero of that type of animal and that is less than any other number. The example on the illustration meets the condition "Birds, Less Than One" as there are no Birds.

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 an Animal card with 6 Birds, but there are no Frogs. This means that the total number 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.

Playing with Younger Children (6+)

You may want to remove the element of speed from the game and allow the players 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 Task cards are marked with either one, two or three dots which represent levels of difficulty. Thus you can start playing with one-dot-cards and gradually introduce cards with two and three dots.

More educational games at
www.thebrainyband.com

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