

# Rules of the Game

## HURRI-COUNT

Players: 2-6

Age: 6+, 8+

Time: 10-15 min

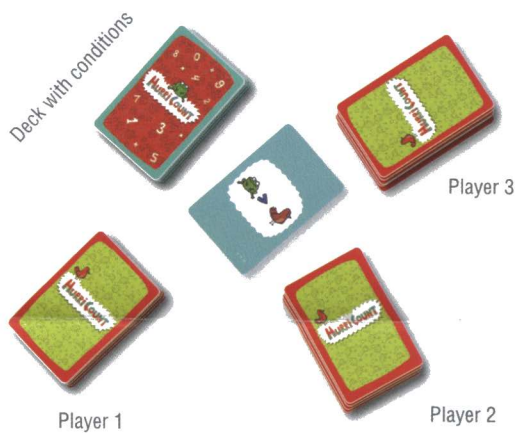
Video rules:  
[www.thebrainyband.com](http://www.thebrainyband.com)

### How to Set up

The game contains two decks of cards—one deck with animals (birds, hedgehogs and frogs), and one deck with conditions (e.g., frogs > 3). Shuffle each deck.

Divide all the animal cards among the players. Each player places in front of him a set of animal cards, stacked face down.

Place the first condition card in the middle of the table.



The player who covers the condition card first takes all the open piles of cards (his own and those of the other players) and places them at the bottom of his deck. If a player covers the condition card mistakenly (or even touches it), he must give one card from his deck to each of the other players. If there are four or more players, then the player who made a mistake only has to give his cards to his neighbors to the right and left.

Every time someone wins a round and takes the open cards, a new condition card is opened and the used condition card is retired for the rest of this game.

If a player runs out of cards, he is out of the game. His open pile stays in the game until it is claimed by the player who wins the round.

### How to Win

The game is over if:

All players except one run out of cards

All condition cards have been played – in that case, all players count their cards and the player with the most cards is the winner

For a shorter game, take out some of the condition cards out of the game pile prior to start of game.

### Types of Condition Cards

The condition cards have three types of conditions on them:

#### 1. Exact quantity.

If any of the three animals, together across all the open cards, matches the number on the condition card – be the first to cover it!

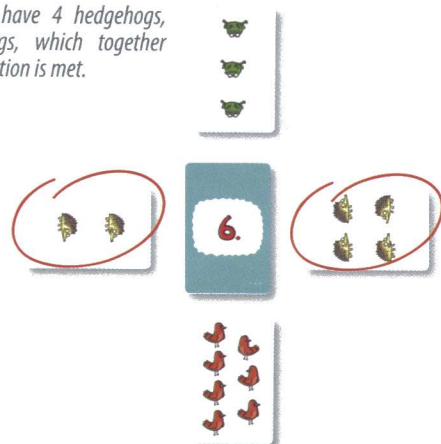
*The open cards have 4 hedgehogs, and 2 hedgehogs, which together make 6. The condition is met.*

### How to Play

Players take turns opening the top cards in their decks. Each new card is placed on top of the previously opened card, covering it. Only the top open card is relevant for the purposes of the game.



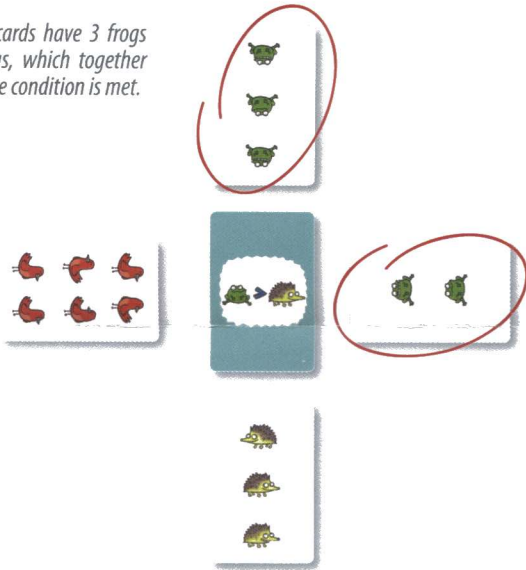
Each player tries to be the fastest to notice whether, after someone's turn, the opened cards meet the condition on the condition card, cover the condition card with his palm, and yell "GOT IT!" Decision on whether the condition is met must consider all open cards on the table. For example, in a game with two players, if one player has a card with 2 hedgehogs open, and the second player opens a card with 4 hedgehogs, there are now 6 hedgehogs on the table.



## 2. Comparison to a number.

In this case, the condition refers to only one type of animal.

The open cards have 3 frogs and 2 birds, which together make 5. The condition is met.



If one type of animals is entirely absent from all open cards, it means that there is zero of that type of animal, and thus less than every other type of animal. The example in the picture below meets the condition "birds less than 1" because there are zero birds.



The condition can be met even when only the first card has been played by the first player.

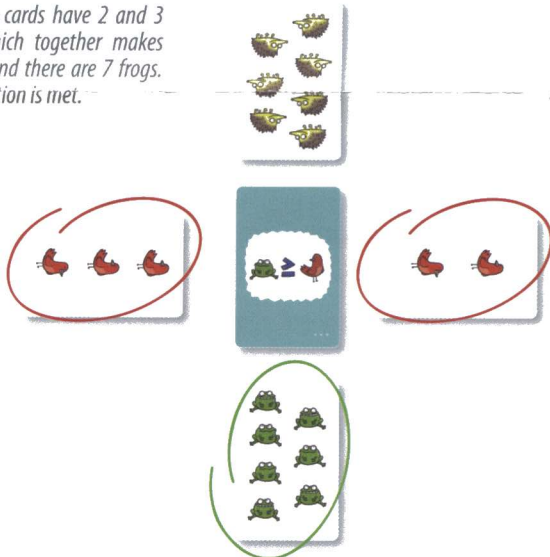


The first player opened 6 birds, and no frogs. Therefore, there are zero frogs, and the condition is met.

## 3. Comparison amongst two animals.

This compares the total number of one type of animal to the total number of another type of animal on all open cards.

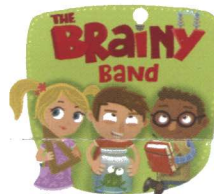
The open cards have 2 and 3 birds, which together makes 5 birds, and there are 7 frogs. The condition is met.



## How to Play with Younger Children

One option is not to play for speed but give younger children a chance to think longer. In this case, only the player who opens the last card can yell "GOT IT!" If the player who opens the card doesn't notice that the condition is met, the cards stay in place and the turn moves to the next player.

You also will notice that all animal and condition cards are marked with either one, two or three dots, indicating a level of difficulty of playing with them. A second option for younger kids is to start playing with only the simple cards, marked with one dot.



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