

Numbers League

Customizing Guidelines

Numbers League Is A Powerful Education Tool. These Guidelines Will Help You Get The Most Out Of The Game. The Goal Here Is To Get Your Kids Capable Of Playing At Superhero Level Alone Without Any Help. For Some This Will Take Time But With Continued Play And Guidance They Will Get There. These Guidelines Are Broken Down Into Three Sections. Learning About Numbers, For Those Too Young To Play A Game At All. Sidekick Level Is For Kids Not Yet Able To Play At Hero Level. Hero Plus Level Is For Those Who Can Play At Hero Level But Are Not Ready For Superhero Level. What Is Outlined Here Is By No Means All The Things You Can Do With These Cards They Are Helpful Suggestions.

Learning About Numbers :

The First Thing You Want To Do Is Let You Kids Build Heroes From The Cards. No Particular Ones Matching, Not Matching, It Doesn't Matter As Long As The Have Fun.

Number Recognition :

Layout All The Villains Say The Number Of A Villain You Want Them To Find. If They Find It Give Them A Hero Card To Build Heroes With.

Simple Addition :

Take From The Deck A Complete Hero (Head, Chest, And Leg) With A 1 On Each Of The Card, Another Hero With 2'S And One With 3'S. Lay Then Face Up In Front Of Your Child. Take Out The Villains 3 - 9 And Put Them In A Stack. Lay Down One Of The Villains And Ask Your Child To Create A Hero From The Cards They Have That Equals The Villain.

Sidekick level : The Simplest Game

For This Version You Will Need All The Hero Parts With A 1 Or A 2 On Them. There Should Be 27 Of These. Next You Will Need The Villains 3 - 10. Layout The Villains, Shuffle And Play Following The Regular Rules With One Exception DON'T Use The Sidekick.

A Little Harder :

To The Simplest Game Add All The Hero Part With The Number 3 (12 Cards) And The Villains 11 - 15. Play With The Same Rules As Before (No Sidekick).

Junior League :

Add To A Little Harder, All The Hero Level (Yellow Dot) Parts With A 4 (6 Cards) And A 0 (3 Cards). To The Villains Add 16 - 20. Play With The Same Rules As Before (No Sidekick).

Once You Have Mastered This Regular Hero Level As Dictated By The Rules Is The Next Step.

Hero Plus level :

Once You Have Mastered Hero Level The Only New Things In Superhero Level Are Negative Numbers And Multiplication. In This Section I'll Show You How To Ease These Into The Game One At A Time.

Negative Numbers :

From The Hero Level Play Deck Take Out A Complete Hero (Head, Chest, And Leg) With 0 On Each Of The Cards. Next Take Out A Complete Hero With A 1 One Each Of It's Cards. Add In 2 Heroes From The Stack Of Superhero Level Cards (Green Dot) One With A -1 On All It's Parts The Other Wit A -2 On All Its Parts. Play With The Normal Hero Level Rules.

Multiplication :

Start With All Your Hero Level Cards. Layout The Superhero Level Device Cards For Each Device You Want To Add To The Deck Also Add A Complete Hero. For Example, If You Want To Add Just The X2 Device Cards You'll See There Are 3 Of Them. To Add Them All You Must Also Add 3 Complete Heroes (9 Cards). Play With The Normal Hero Level Rules.