LAYERS+

😊 **8+**   👥 **1~4**   ⏰ **30'**

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I. Game Components

Front

Back

5 Layers / **4** sets

④ ③ ② ①
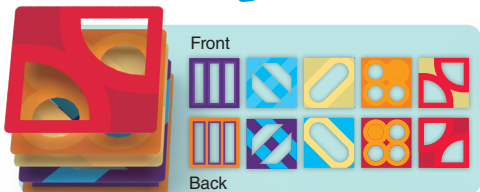
4 Player cards

24 Score tokens

55 Mission cards

Back

Front

2   3   4   5
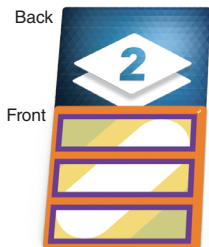
15 2-Layer Mission cards

15 3-Layer Mission cards

15 4-Layer Mission cards

10 5-Layer Mission cards

II. Game Overview

Layers+ is a pattern-matching game that requires players to turn, flip and overlap 2 to 5 layers to complete the pattern shown on a mission card.

There are 6 rounds in total and, each round, players can earn points by completing the pattern quicker than the others. The player with the most points wins the game.

III. Game Preparation

1 Each player takes a Player card and a set of layers and places them in front of them. Each set contains 5 different layers. Check the layers to make sure they are all different.

2 Shuffle the mission cards according to their level, and place each deck face-down.

3 Only use score tokens of a certain type according to the number of players(see the table on the right). Put all remaining score tokens in the game box.

4 Place one score token of each type in the center of the table so that every player can easily access to tokens. The remaining score tokens are set aside on one side of the table.

5 The player with the most colorful clothing becomes the starting player.

# of Player	Score tokens for use
2	③ ④
3	② ③ ④
4	① ② ③ ④

Game preparation for 4 players
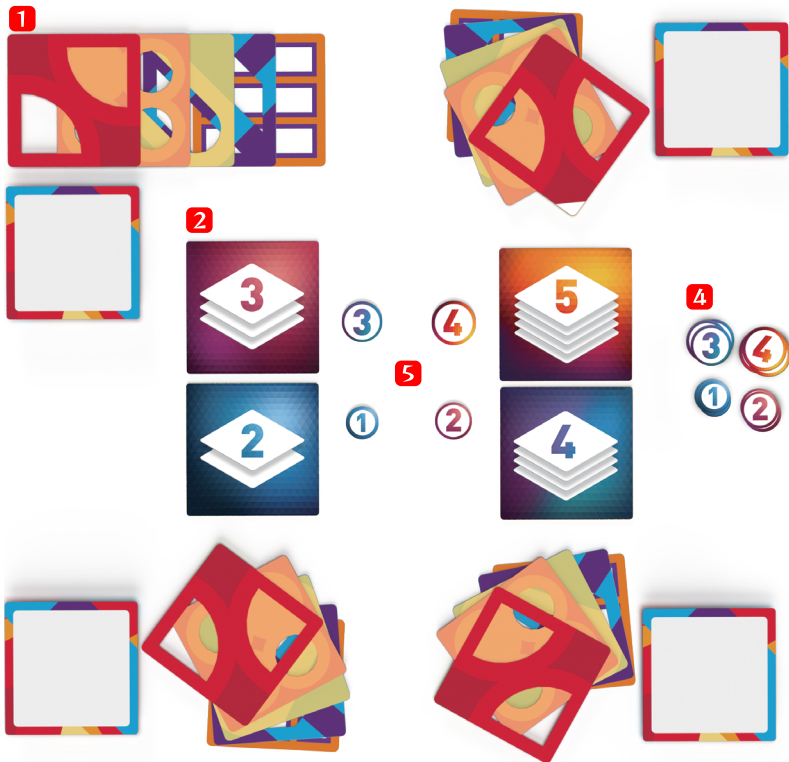
IV. Game play

The game is played in 6 rounds. Each round proceeds in the following order:

1 **Reveal a mission card** ▶ **2** **Make the pattern** ▶ **3** **Verify the pattern and scoring**

Before the round begins, players must organize all their layers in front of them into a single pile.

Note After the mission card is revealed, players can spread the layers on the table as they wish.

1 Reveal a mission card

❶ The starting player chooses a mission card deck. The number on the back of the mission cards represents the number of layers needed to complete the pattern. Usually, the higher-numbered cards are more difficult than the lower-numbered cards.

| Players need **2 layers** in order to complete this pattern. | Players need **3 layers** in order to complete this pattern. | Players need **4 layers** in order to complete this pattern. | Players need **5 layers** in order to complete this pattern. |

❷ Reveal the top card of chosen mission card deck. All players immediately start trying to make the pattern shown on the mission card.

2 Make the pattern

❶ When the mission card is revealed, all players immediately start making the pattern shown on the mission card.

❷ Each player has to make a pattern that matches the mission card. Remember that the number of layers required to match the pattern is the same as the number on the back of the mission card.

❸ Turn, flip and overlap the layers to match the pattern correctly. Each Layer has different colors on the front and back. Look carefully then find which side should be used for making the pattern.

❹ If you assure that you completed the mission, quickly cover your player card over your layers. Once you have covered your layers, you are not allowed to make any changes to your stack of layers.

❺ Then you quickly bring the score token of the highest value among those in the center of the table.

❻ When there is only one score token left in the center of the table, the players who already took the token start counting down from 10 to 0, loud and clear. If the last player takes the remaining token in time or the count down is over, immediately end the making pattern then proceed with the next step.

Note You cannot take a score token after the countdown is over.

Example of making pattern.

❶

❹ Player card

❺ ③ ④ ① ②

④
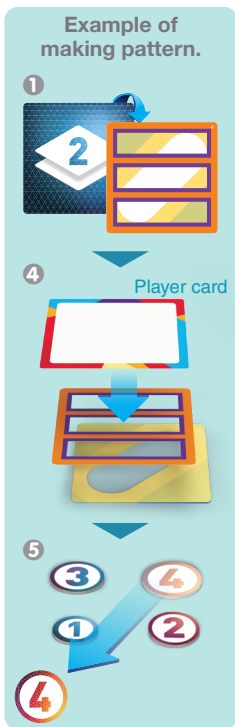
3 Verify the pattern and scoring

❶ Start with the player with the highest score token, verify the pattern created by his layer matches the mission card.

❷ Move their player card from the top to the bottom of the layers.

❸ Compare mission cards and patterns.

Player's layers   Mission card
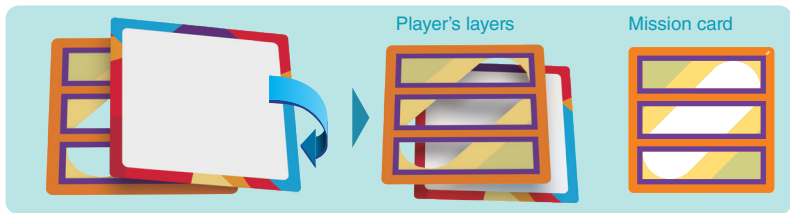
❹ If your pattern matches the mission card, keep the score token. It will be victory points at the end of the game.

❺ The player with the next higher score token verifies the pattern.

❻ If the completed pattern does not match the pattern on the mission card, the player does not win any points and gives their score token to the player with the next lower score token. The player who received the new score token gives their existing score token to the next player with a lower score token, and so on. If there is no player with a lower score token, return the score token to the game box.

❼ When all players have finished checking the pattern and score, the player to the left of the current starting player becomes the starting player and continues the game in the same way.
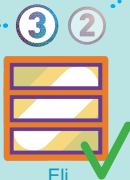
Verifying the pattern and score

Mission card

Alex
Correct.
Gets 4 points.

Sam
Incorrect.
Get 0 point.

Eli
Correct.
Gets 3 points.

Tracy
Unfinished.
0 point.

1. As Alex's pattern is correct, he keeps the 4 score token

2. As Sam's pattern is incorrect, he gives his score token to Eli. He gets no point in this round. Eli discards '2' token because there is no other player who has '1' token. As Eli's pattern is correct, she keeps the '3' score token.

3. Since Tracy did not finish the pattern in time, so she cannot take any score token this round.

V. Game end

The game ends after six rounds. Each player adds the value of their Score tokens. The player with the highest total score wins.

If there is a tie, share the victory.

1-Player Rule : Time Attack!

I. Game preparation

1 Place a player card in front of you.

2 Place a set of layers in front of you, on top of the player card.

3 Shuffle and make 4 decks of mission cards according to their number.

4 Set up a timer for 3 minutes. Use a cellphone or a watch.

Note When playing a 1-player game, do not use the score tokens.

II. Game play

1 Reveal a mission card from the mission card deck of your choice. Create a pattern on your player card as fast as possible.

2 When you complete a pattern, compare it to the mission card. If the pattern matches the mission card, then reveal another mission card from any mission card deck. The game continues like this until the time runs out.

III. Game end

1 When the time is up, add the numbers on the back of the completed mission cards.

2 The sum of the numbers is your score. Try again for a higher score!

You can determine how good you were by comparing their final score to this table:

< 10 points	Try harder!	31~40 points	Great result!
11~20 points	Not bad... you could do better.	41~50 points	Impressive!
21~30 points	That was pretty good.	> 51 points	What a genius!

HAPPY BAOBAB