

# LAYERS

## Game Rules



8+



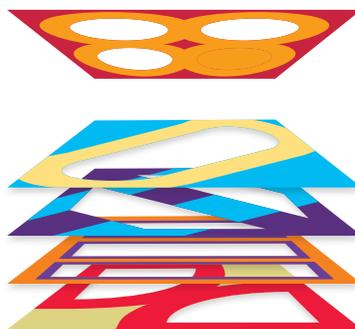
1~4



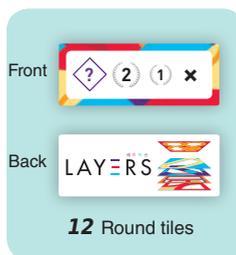
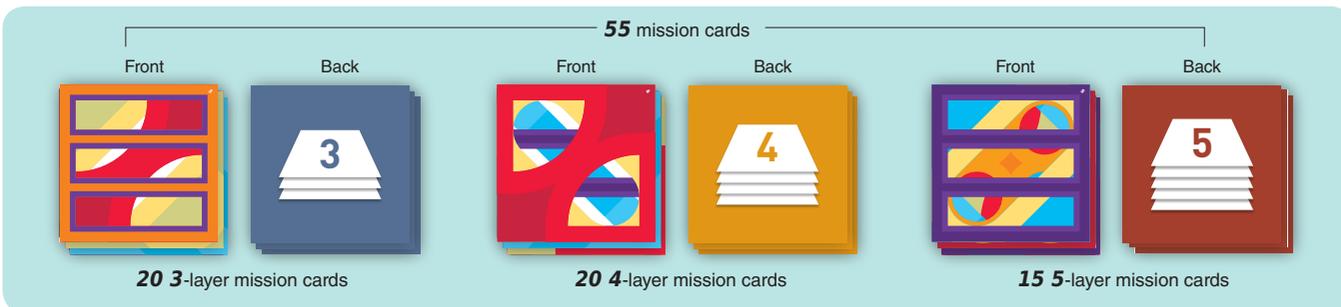
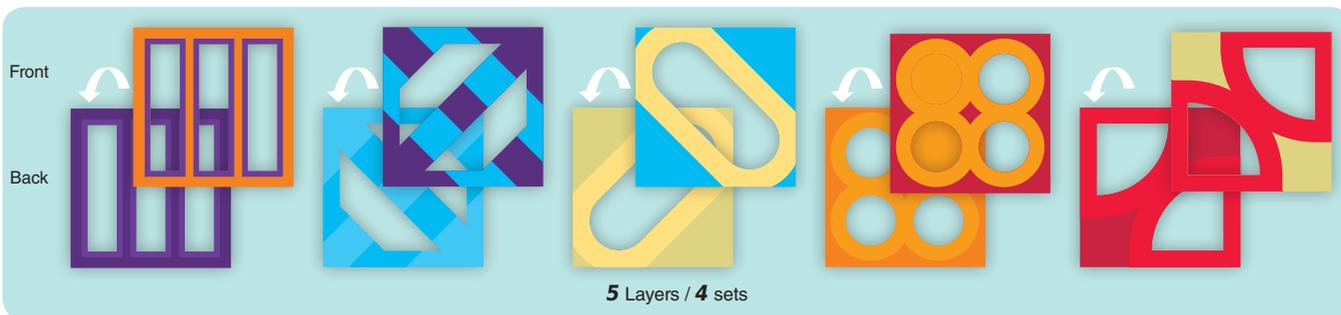
30min

## Turn, Flip, Overlap

Complete the pattern by overlapping different layers.  
Remember the colors in the front and back are different!



## I. Content

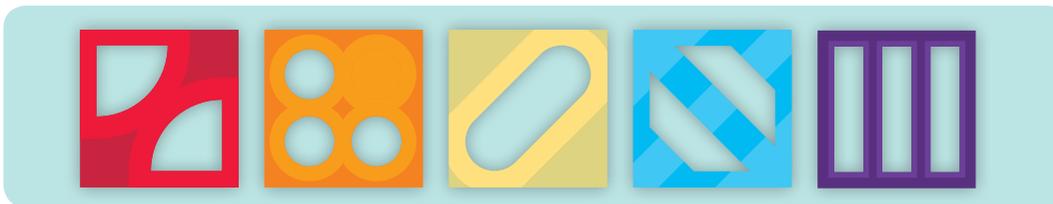


## II. Overview

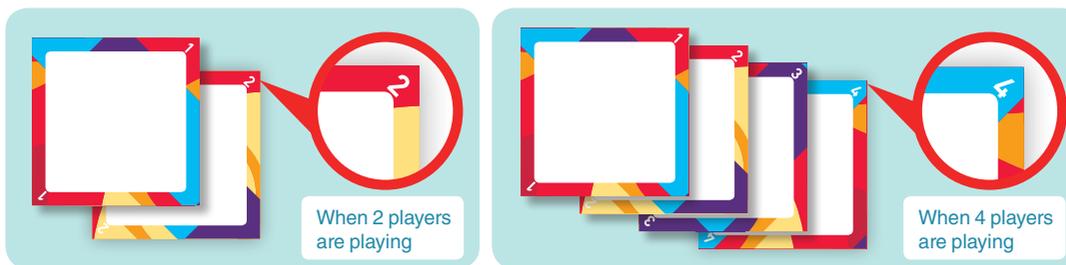
Layers is a pattern-matching game that requires players to turn, flip, and overlap 3 to 5 Layers to complete the pattern shown on a mission card. There are 6 rounds in total, and every round players can earn more points by completing the pattern quicker than the others. The player with the most points wins the game.

## III. Setup **For 2-4 Players**

- 1 Each player takes a set of Layers and place it in front of them. Each set contains 5 different Layers. Check the Layers to make sure they are different.



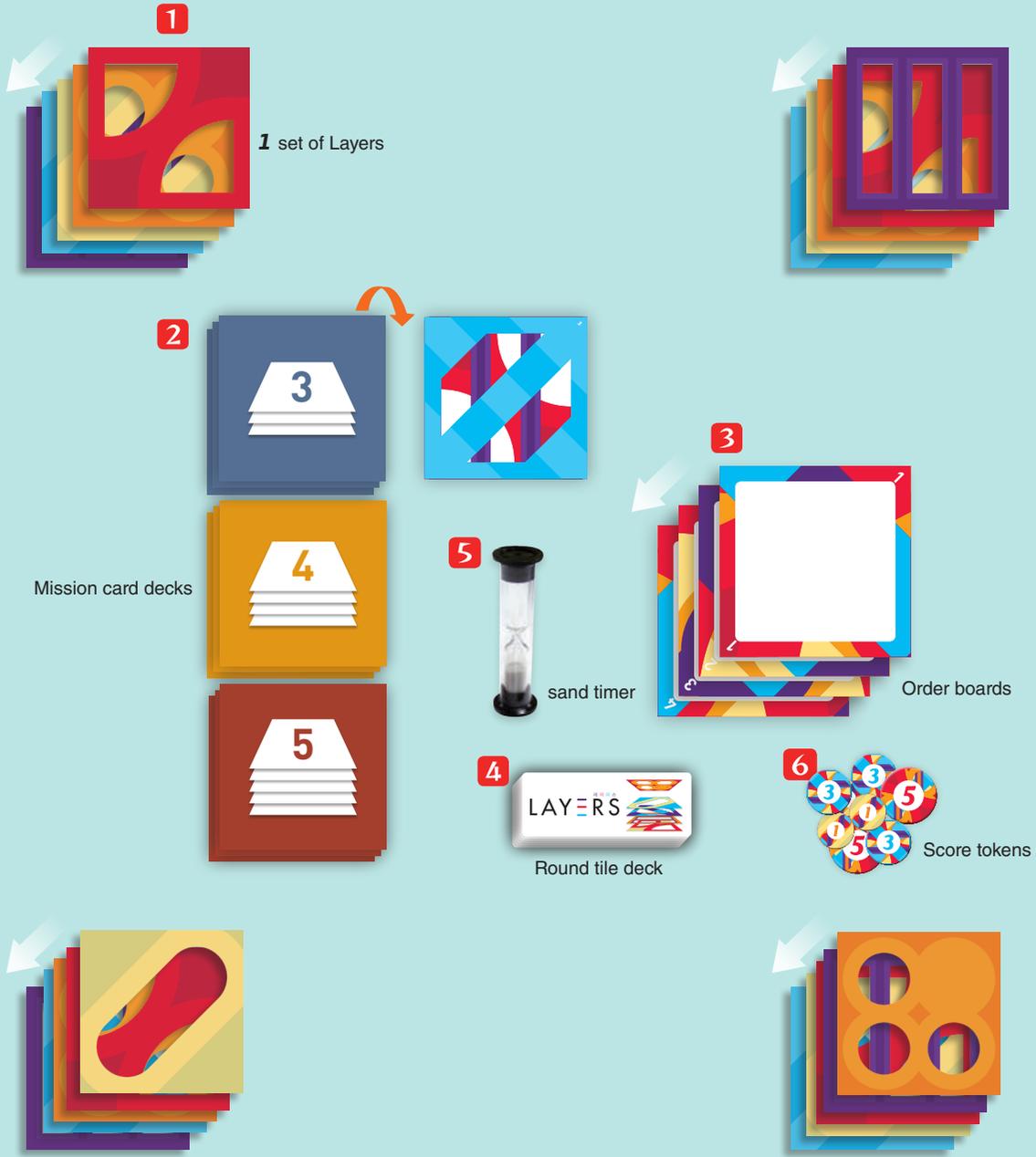
- 2 Shuffle the mission cards according to their levels, and place each deck face-down.
- 3 Prepare the order boards according to the number of players. Use the order boards 1, 2 and 3 when playing with 3 players. Use the order boards 1 and 2 when playing with 2 players. Put the boards in order: the highest number on the bottom and the board 1 on the top. Place the order boards in the middle of the table.



- 4 Shuffle the round tiles, and place them face down.
- 5 Place the sand timer next to the order boards.
- 6 Place the score tokens on the side of the table
- 7 The player wearing the most starts the game.

**For 1 player game, see page 8 for rules.**

Ex. Setup for 4 players



## IV. How to play

Each round, proceed in the following order:

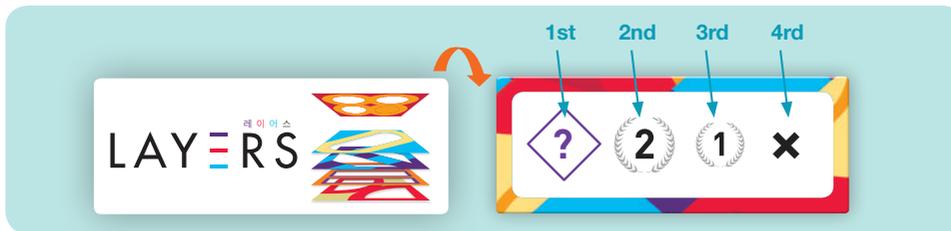
- 1 **Reveal the round tile**
- 2 **Reveal the mission card**
- 3 **Make the pattern**
- 4 **Verify the pattern and get score tokens**

Before the round begins, the players must organize all Layers in front of them into one pile.

**Note** Players cannot spread the Layers until the mission card is revealed. After the mission card is revealed, they can spread the Layers on the table as they wish.

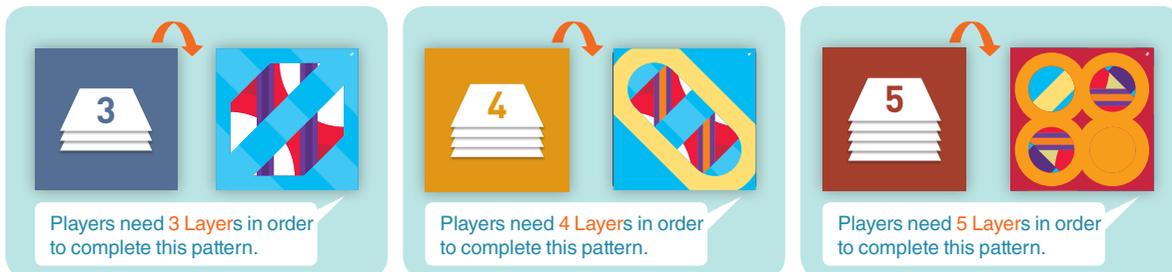
### 1 Reveal the round tile

- 1 The first player reveals the round tile on the top.  
The round tile shows the scores that players will receive according to the order they finish.
- 2 All players confirm the round tile.



### 2 Reveal the mission card

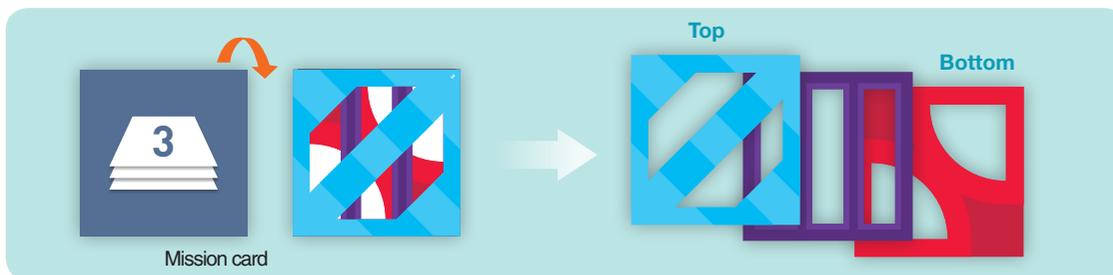
- 1 The first player chooses any one of the mission card decks. The number on the back of the mission cards means the number of Layers needed to complete the mission. So the higher numbered cards are more difficult than the lower numbered cards.



- 2 Reveal the first card of the mission card deck that the first player chose, and all players begin making the pattern of the mission card.

### 3 Make the pattern

- 1 When the mission card is revealed all players begin making the pattern of the mission card.
- 2 Each player has to make the pattern that matches the mission card. Remember that the number of cards required to match the pattern is the number on the mission card.
- 3 Turn, Flip, and overlap the Layers to match the pattern. The Layer is consisted of different colors in the front and back. Look at the cards carefully to find a way to match the pattern correctly.



- 4 If a player believes that they completed the mission, they take the order board quickly and cover their completed Layers. Once players cover the Layers with the order board, they are not allowed to change their cards anymore.
- 5 The player who completes the pattern first flips over the sand timer.
- 6 When all players complete making the patterns or when the sand timer is finished, all players stop immediately.

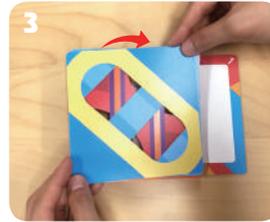
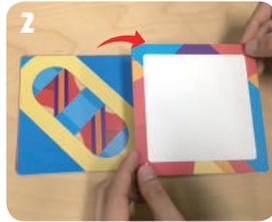
**Note** Players cannot take the order board if they complete the pattern after the sand timer is finished.

#### Ex. Taking the order board



#### 4 Verify the pattern and get score tokens

- 1 The player with the order board 1 verifies their pattern.
- 2 The player places the order board next to the completed Layers and places the cards on top of the order board.
- 3 The player compares their completed pattern to the pattern on the mission card.



- 4 If the patterns match exactly, the player gets the score tokens according to the round tile.
- 5 All players with the order board verify their patterns in order and get the score tokens according to the round tile.
- 6 If the completed pattern does not match the pattern on the mission card, the player does not get any score tokens. Then, the next player in order can take the score tokens for that player if their pattern is correct.
- 7 After all players receive the score token according to the result, the person on the left of the first player starts the next round.

#### Descriptions of Round Tile

	The player receives a <b>score by the number shown on the back</b> of the <b>mission card</b> .		The player receives <b>3 points</b> .
	The player <b>chooses another player</b> and takes <b>1 point</b> from them.		The player receives <b>2 points</b> .
	The player does not receive any point.		The player receives <b>1 point</b> .

# Game End

The game ends after completing six rounds. The player with the most score tokens after playing the 6 rounds wins.

If there is a tie, share the joy of victory together!

Ex. Verifying the pattern and score

Mission card

1 Ryan Gets **4** points

2 Noah Incorrect. No point.

3 Ryan Gets **3** points

4 Ryan Gets **1** points

- ◆ **Ryan** finished the pattern first and receives the points according to the number on the **mission card (4 points)**.
- ◆ **Noah** does not receive any point because his pattern is incorrect.
- ◆ **Simon** receives **3 points** though he finished third because Noah did not make the correct pattern.
- ◆ **Harry** takes **1 point** from another player though he finished last because Noah did not make the correct pattern.



## Credits

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Publishing : Happy Baobab  
Distribution : Happy baobab  
[www.happybaobab.com](http://www.happybaobab.com)

## 1 Player Rule **Time Attack!**

### I. Setup

- 1 The player places an order board in front of them.
- 2 The player places a set of Layers in front of them, on top of the order board.
- 3 The player shuffles and make 3 decks of mission cards according to the levels.
- 4 Set up a timer for 3 minutes. Use a cellphone or a watch.

**Note** When playing a 1 player game, the player does not use the round tiles, sand timer, and score tokens.

Ex. Setup for 1 player game



### II. How to play

- 1 The player starts the game as they start the timer.
- 2 Reveal a mission card from one of the mission card decks. Create a pattern on the order board and compare it to the mission card as soon as it is done.
- 3 When the player completes a pattern, they can compare it to the mission card. If the pattern matches the mission card, then they can choose another mission card from any mission card deck. The game continues.

### III. Game End

- 1 When the time is up, the player adds the numbers in the back of the completed mission cards.
- 2 The sum of the numbers is the player's score. Try again for a higher score!