



1 – 2 players


(Advanced level)

## Card Builder Rules

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**Preparations before play.** All cards need to be placed into their yellow number groupings, see Cards reset rules on how to do this.

Once all cards are separated into their yellow number groupings “Card selection area” the game can begin.

To work out who can go first the Highest/Lowest die is rolled by each player. The player with one more  Highest roll can choose either to start or go second.

The first player then select 1 of the 10 groups (0 – 9) cards and can shuffle through to find their desired card. This card is your chosen “Top card” and stays in the centre of the Card builder. All surrounding cards must match up to this “Top card.”

Once the first player has chosen their “Top card” and placed back the selected “Group cards.” The second player can then select their “Top card” using the same process.

During the game players can choose a maximum of 2 “Top cards” to play.

As both players now have a “Top card,” now a “Side card” must be chosen. This has to match up with 1 or 2 of the numbers on the “Top card.” Select a card new each turn from 1 of the groups “Card selection area” and place at the side and behind the top card, see Build layout.

Once a player picks up a group from the “Card selection area” they can not change their chosen group. Therefore if no card is found in that group they are forced to skip their turn.

If players choose to work with 2 “Top cards.” They can rearrange their chosen cards at any point in the game. Maximum limit is 2 “Top cards” per player.

If a coloured number does not match up in the build the player has to make that card a “Top Card,” otherwise its Game Over for them.

The winner is the first person who can complete their 3 by 3 card layout with matching numbers.

(It is advised to try out as many combinations on your own before playing 2 player.)



**Side Card – Top Red Only**  
Slides beneath and to the left below “Red Only” and “Red Blue.”



**Side Card – Red Blue**  
Slides beneath “Top card” at top.



**Side Card – Top Blue Only**  
Slides beneath and to the right below “Blue Only” and “Red Blue.”



**Side Card – Red Only**  
Slides beneath “Red Yellow” card.



**Top Card**  
This card stays at the top and never covered by another card.



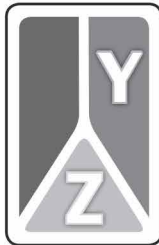
**Side Card – Blue Only**  
Slides beneath “Blue Yellow” card.



**Side Card – Red Yellow**  
Slides beneath and to the left of “Yellow Only” card.

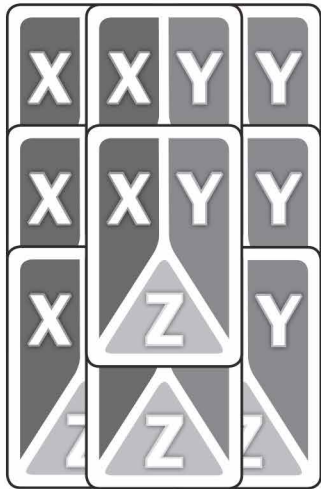


**Side Card – Yellow Only**  
Slides beneath “Top card” at bottom.



**Side Card – Blue Yellow**  
Slides beneath and to the right of “Yellow Only” card.

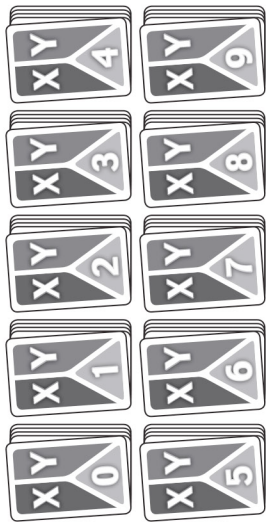
## Card builder Build Layout



Example of the finished  
3 by 3 card build

All numbers in each colour  
should match up. If not your  
build is broken.

# Card builder Play Layout



Card selection  
area



Cards played  
Player 2



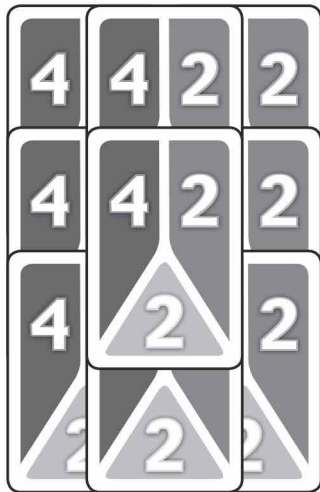
Cards played  
Player 1



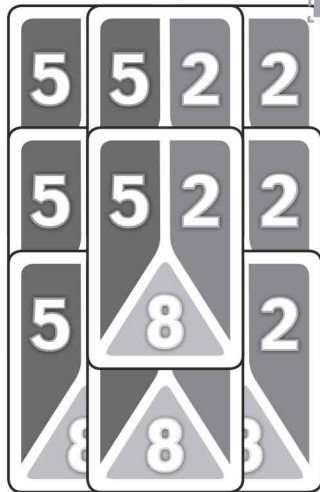
Player 1 has opted to  
build 2 at the same  
time. More chances  
to pinch available  
cards. But building 2  
is much slower.

For more rules go to [www.keycreations.co.uk](http://www.keycreations.co.uk)

# Card builder Examples



Example 1



Example 2

Just 2 examples here.

There are  
**46**  
Card Builders  
in total.

Can you find them all?

For more rules go to [www.keycreations.co.uk](http://www.keycreations.co.uk)