



# NUMBERS LEAGUE

• ADVENTURES IN ADDIPLICATION



Numbers League is a fantastic tool for teaching basic math skills. It presents players with a group of solutions and challenges them to create equations to match.

Contained in these pages are a print and play version of Numbers League Adventures in Addiapplication, instructions, and links to other resources. These are for private use only, our goal is to provide this for families everywhere to help meet the educational challenges of our day.

## PRINT AND PLAY NUMBERS LEAGUE

All the cards from the retail version are here, they are a bit smaller and in black and white. This created two issues you should know about. The villains were all two sided, and the color coding for hero and super hero level cards is not very clear. To solve these we included 24 extra villain cards and labeled the pages either yellow or green dot, so that you can mark them more clearly.

## GAME INSTRUCTIONS

While these are similar to the retail game instructions they have workarounds for the limitations of the print and play copy. Make sure you read these if you know the rules and have played before.

## ADDITIONAL RESOURCES

Learning how to customize Numbers League to suit your needs brings out the true power of the game. We will be posting tutorials on this, and holding on-line meetings to answer questions. For more information look on our facebook page.

We have some older rules in French, German, and Spanish. While these are for the retail version they may be helpful to some.

Adventures in Addiapplication is the base game for Numbers League. We also have three expansions. Critters and Dinosaurs add more hero level cards. They make the base game easier and the art makes it all more fun. The dinosaur and animal parts when mixed with the super heroes are just funny. Infinity Level Expansion makes the game much harder. It greatly expands the concepts required in game play. Retail versions of all these decks are available at [Bentcastle.com](http://Bentcastle.com).

For those with iPads there is a Numbers League App. Its a great alternative and has bots you can play against.

Quick recommendation, if you are past what Numbers League can teach, and want to work on Algebra, Dragon Box (not a Bent Castle product) is the best app/program I have ever seen.

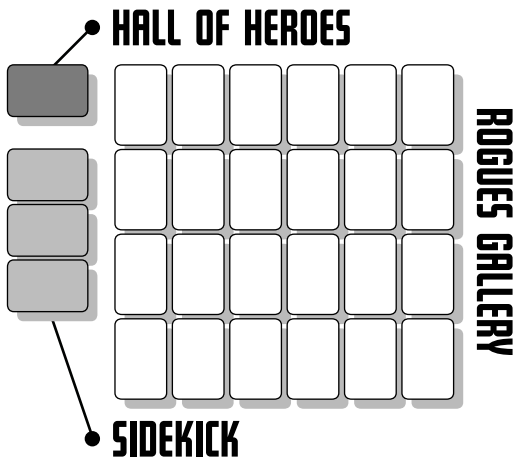
## HELP FUND FREE PRINT&PLAY VERSIONS

Donations are always appreciated and will help fund our ability to offer print and play versions of Numbers League. To donate \$2 or more go to [Bentcastle.com](http://Bentcastle.com)



# NUMBERS LEAGUE

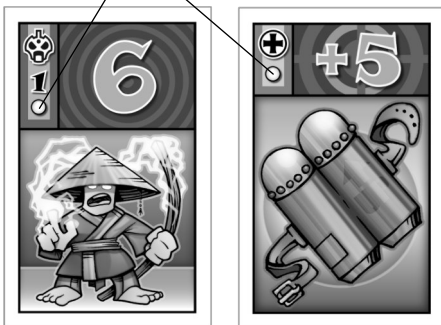
## RULES



### HERO



level indicators



VILLAIN

DEVICE

### THE STORY

A plague of Villains has descended on Infinity City. In Numbers League, you are the leader of a team of superheroes in a quest to rid the streets of villainy. Do you have the skill it takes to use the sum of your team's powers to save the day?

### Prepare your DECK

Use a highlighter and color in the indicator dots so you will know what level each card is. Cut apart all the cards. Separate out all the Villain cards from the rest of the deck. To Play at Hero Level only use the hero level cards. To play at Super Hero Level use all the cards.

### SET UP

Shuffle the hero and devices cards. Deal seven cards to each player. Place the three cards face up for the sidekick. Then place the rest of the cards face down as the hall of heroes. From the villain cards lay out the 24 cards for the rogues gallery. It makes things easier if you arrange them in numerical order. For quicker games use fewer villains.

### SIDEKICK

During a player's turn they can trade one hero or device card for any card in the sidekick. If the 3 cards in the sidekick can make a completed hero rearrange them. This is a active sidekick and can be used by each player on their turn. If the 3 cards do not make a complete hero it is an inactive sidekick and cannot help out.

### Game Play

A player's turn has 3 phases; action, capture, and energize. After a player finishes their turn, play continues clockwise.

**Action Phase:** A player takes 2 actions per turn. Actions are: Placing a hero or device card on the table to build heroes or enhance. Once a device is placed on a hero it remains until used in a capture. Trading a card from your hand to the sidekick. Returning to headquarters. If opting to Return to HQ discard as many cards as you wish and draw that many cards from the Hall of Heroes. Reshuffle the hall. After going to HQ your turn immediately ends.

**Capture Phase:** Each turn a player can capture one villain. To capture a villain you must match its weakness number with a completed hero or a combination of heroes added together. Heroes may or may not use devices. Captured villains along with any devices used in the capture go into your trophy pile.

**Energize Phase:** Draw from the Hall of Heroes so that you have 7 cards in your hand.

### WINNING THE GAME

When all the villains are captured each player will have a trophy pile. All the devices count as one point. Each villain has a point value. It's the smaller number in the top left of the card either 1, 2, or 3. The player with the most points in their trophy pile wins. If there is a tie, the player who captured the most villains wins.

YELLOW DOT



YELLOW DOT



YELLOW DOT



YELLOW DOT

WISC  
2

WINGED  
2

WONDER  
2

YELLOW DOT

UNCANNY  
1

UNDERSHA  
1

ATLANTIAN  
1

YELLOW DOT

ANCIENT  
1

ARBOREAL  
1

ADVENTURER  
1

YELLOW DOT

YELLOW DOT

YELLOW DOT

**TERRIFIC**

3

**TWISTY**

3

**TORNADO**

3

**MAGNIFICENT**

3

**MUSCLE**

3

**MADEN**

3

**PURE**

4

**POWER**

4

**PALADIN**

4

YELLOW DOT

QUANTUM

3

CAPTAIN

3

COSMOS

3

YELLOW DOT

SIZZLING

2

SCARLET

2

SALAMANDER

2

YELLOW DOT

FRIGID

2

FROZEN

2

FIGHTER

2

YELLOW DOT

REMARKABLE

3

RIGHTEOUS

3

RODENT

3

YELLOW DOT

ELASTIC

1

RUBBER

1

RAIDER

1

YELLOW DOT

MIMBLE

3


MACHO

3


MIBLER

3

! -10



! -10



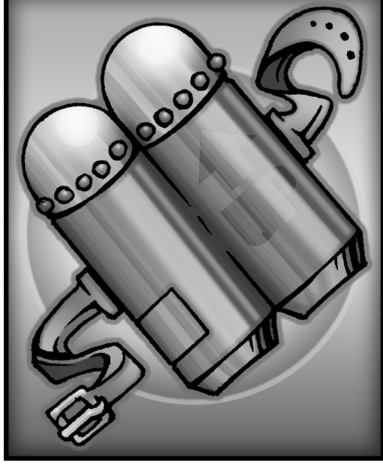
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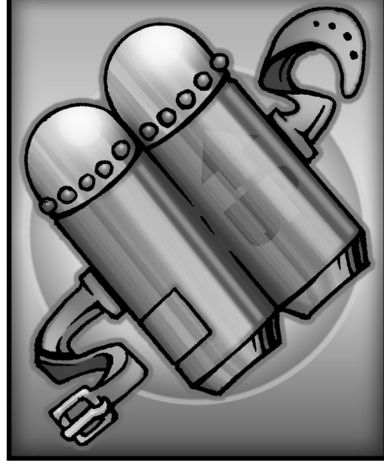
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+ +10



+ +10

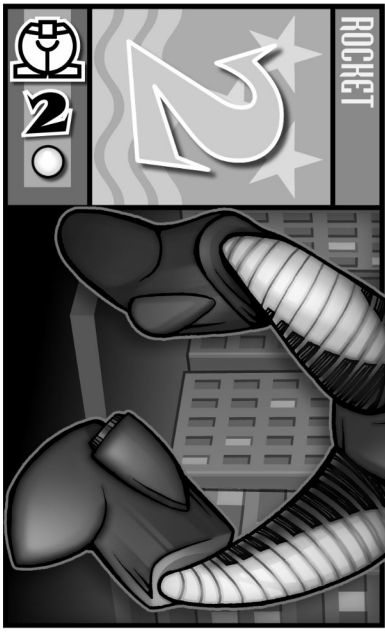
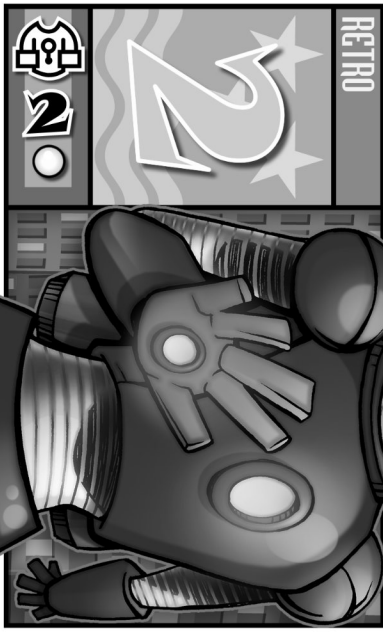
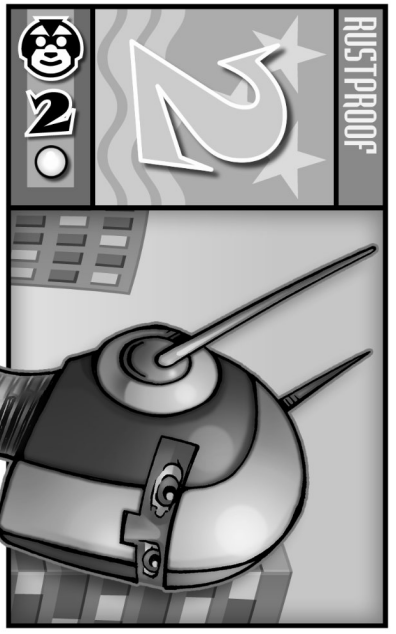


+ +10





YELLOW DOT



YELLOW DOT



YELLOW DOT



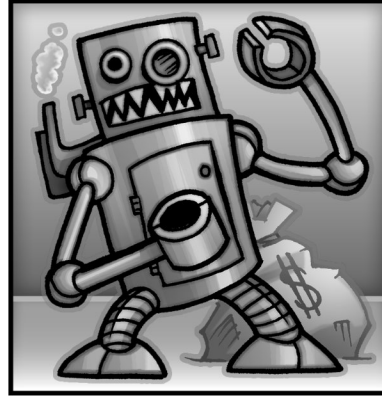
! 18



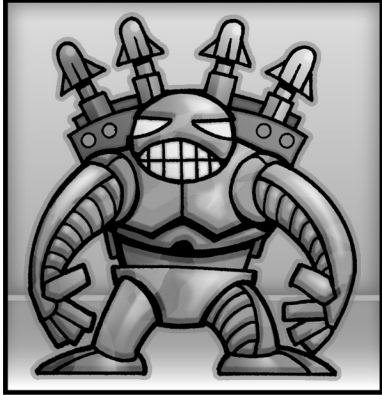
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! 20



! 21



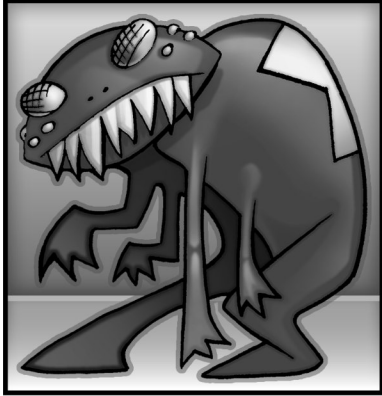
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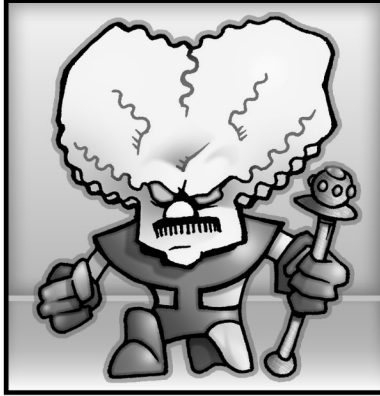
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! 15



! 16



! 17



YELLOW DOT

YELLOW DOT

YELLOW DOT



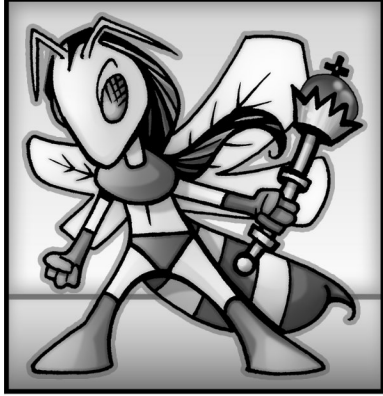
GREEN DOT

GREEN DOT

GREEN DOT



3 39



2 19



2 38



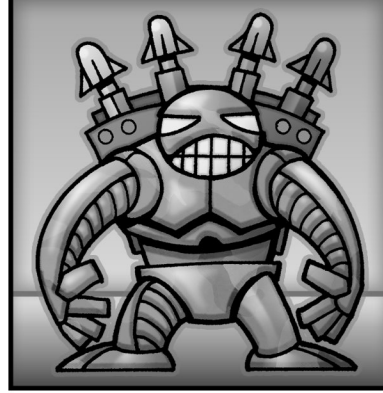
2 18



2 37



1 17



2 24



2 25



3 26



GREEN DOT

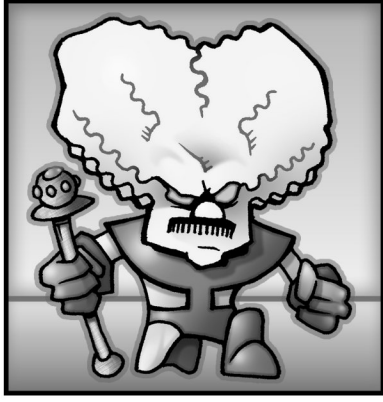
GREEN DOT

YELLOW DOT

! -5



! 34



! -4



! 33



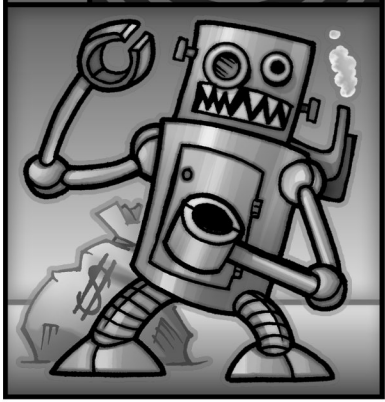
! -3



! 32



! 36



! -6



! 35



GREEN DOT

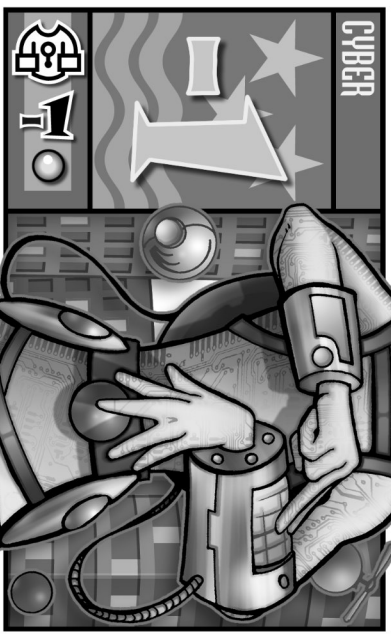
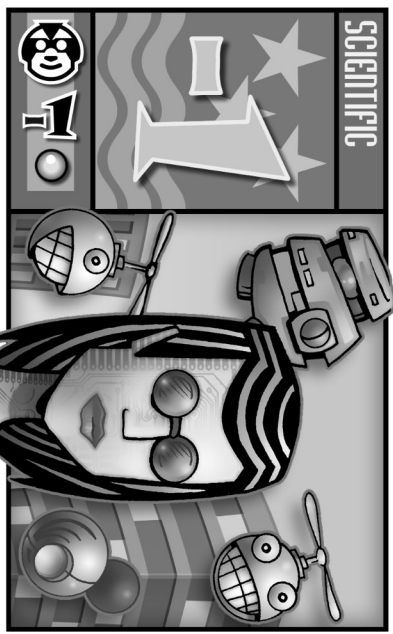
GREEN DOT

GREEN DOT

GREEN DOT

GREEN DOT

GREEN DOT



GREEN DOT

GREEN DOT

GREEN DOT

**FURIOUS**

**MYSTERIOUS**

**POPULAR**

**FIGHTING**

**MISTER**

**PATRIOTIC**

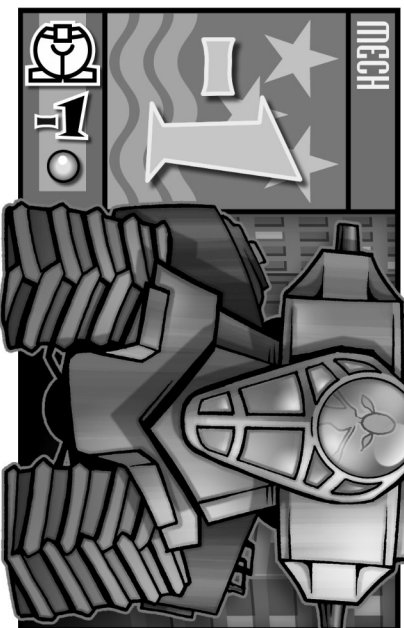
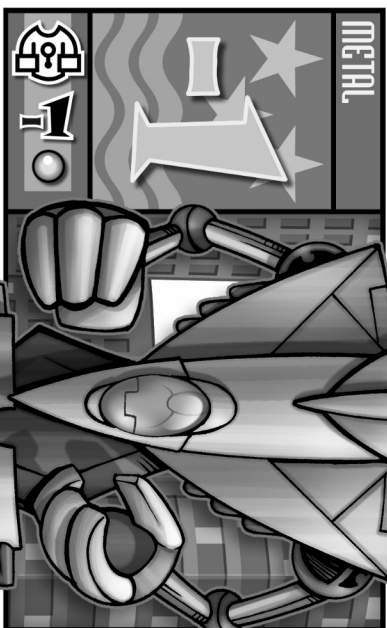
**DRAGON**

**MINDSTORM**

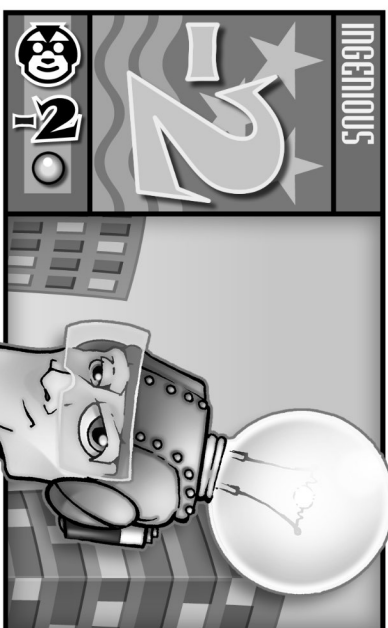
**PROTECTOR**



GREEN DOT

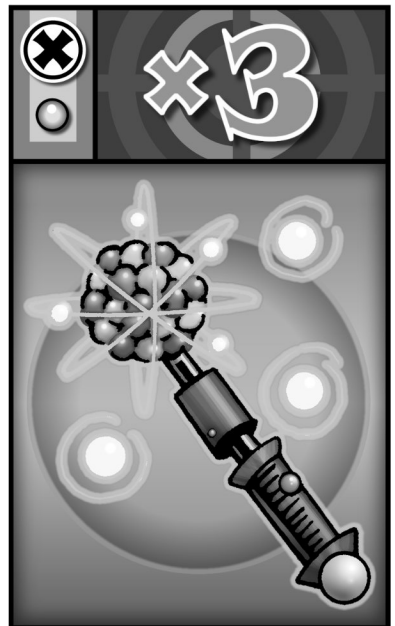
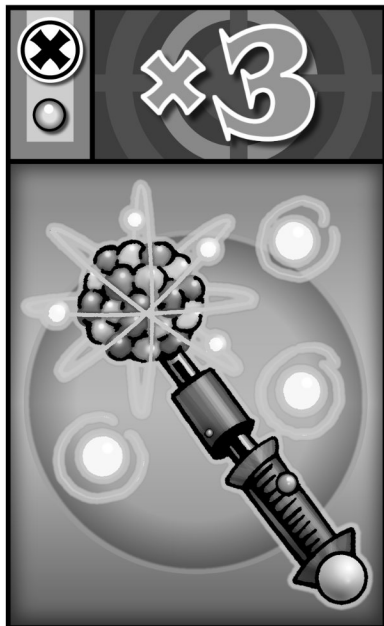
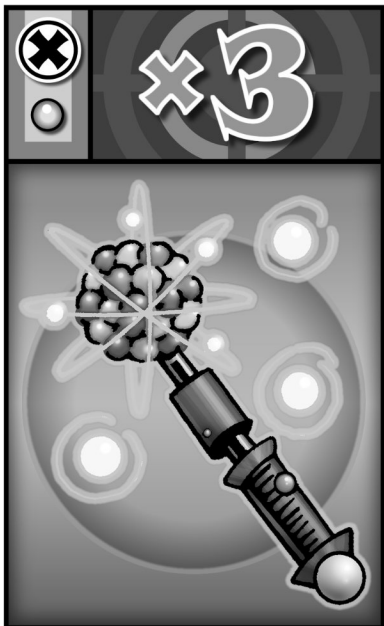
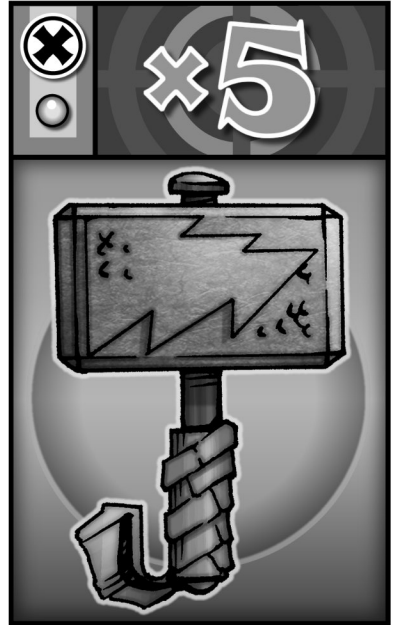


GREEN DOT



GREEN DOT





GREEN DOT

GREEN DOT

GREEN DOT