

How many players can play?

HabitZup works best with 2-6 players but is flexible for more, by adding additional deck.

What age group is it for?

Primarily designed for ages 7-12, but older kids and adults enjoy it too.

How long does a session take?

Each game session typically lasts about 15-20 minutes.

Can adults also play?

Definitely! Adults can play with kids or as a standalone group for fun and learning.

Who is the winner?

Person with most number of pairs (or points) at the end of the game. If two or more players have made same number of pairs, then, person with most number of green-pink pairs.

What happens after making a pair?

Follow the instructions on the card.

You can read the affirmation or share an experience related to cards or act out the emojis.

Take a random card from anyone of your choice. Before taking, give a compliment to the player.

When does the game end?

Play ends when the draw pile becomes empty. Typically, it takes about 20-30 minutes.

If you are in a time-crunch, but game for building habits, you can time-box it like 15 minutes or so.

TimeZup ends when the timer ends - typically 3-4 minutes

Who can play HabitZup?

For everyone 😊

Anyone over the age of 6 can play it comfortably. Those below will require parents playing with them to help read and make sense of sentences. We designed it initially for parents to use it to engage their children meaningfully, instead of asking them to watch TV and improve bonding! But it extends beyond parents and children, as we found out.

What are the types of Habit Cards?

There are two types of Habit Cards.

Positive Habit Cards (Green Colour)

Negative Habit Cards (Pink Colour)

What are Shield Cards?

Elemental cards are Indigo in colour.

These are special cards. Won as a reward for making 3 pairs.

It also acts as a protection against Action Cards.

Elemental cards has special message for you.

What are Miracle Cards?

Miracle cards are Yellow in colour.

You can pair with any Habit Card.

What are Support Cards?

Support Cards are made in Blue colour.

You can pair it with relevant negative Habit Card only

What are Action Cards?

Orange color cards are Action Cards.

They bring fun and also challenges to the game.

They help you to get more cards or delay others from making pairs.

What are allowed pairs?

1. Green-Pink (Same Number)
2. Green-Pink (Different Number, But logically making sense)
3. Yellow-Pink
4. Yellow-Green
5. Blue-Pink (logically making sense)
6. Math Tripple

What is a Math Triple?

- You can use two green-one pink or three green cards to form a math triple if the numbers on the cards form a simple math formula (addition, subtraction, multiplication or division).
- *Example:*
 - 1 green + 4 pink = 5 green
 - 2 green x 8 green = 16 green
- Math triples are added for young math enthusiast to get engaged more.

What is a Organise Action Card?

When you play Organise Card, you can re-arrange your existing pairs to make more number pairs.

You need to do the re-arrangement within a minute. After a minute, you cannot change.

What is the use of Undo Card?

When you make a pair, player who has "Undo" card can put undo on top of your pair. The pair goes back to the draw pile and shuffled.

Player need not be the immediate player.

For example,

Player 1 makes the pair.
Player 2 does not have the "Undo Card".
But Player 3 has the "Undo Card".
Player 3 can play the Undo card.

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What is the use of Mix Card?

When you play Mix Card, all the action cards on floor go back to draw pile (except Mix Card), and shuffled.

Now players can get these action cards again to make more fun.

What happens when Swap Card is used?

You can swap all in hand cards with anyone of your choice. The pairs cannot be swapped.

If the other player does not have any cards in hand, only your cards go to them.

What are Support Cards?

Support Cards are made in Blue colour. You can pair it with relevant negative Habit Card only

Can HabitZup be used outside of Families?

Teams at companies can use it to understand each other and build a positive work culture.

Teachers at schools can also use it as a tool to help students develop the right habits and learn effectively.

Individuals looking for a self-development tool can use it during their "me-time" to reflect over their experiences and get insights.