

# Math Attack!

A fun and easy card game for two players.

In Math Attack!, each player tries to score the highest total by adding and subtracting from their number lines.

## Objective

Your goal in Math Attack! is simple: Add to your number line, while subtracting from your opponent's, in order to get the highest total.

## Components

Math Attack! is played with a 54-card pack, made up of 23 black (plus) cards, 23 red (minus) cards and 8 green (special) cards:

+1 +2 +3 +4 +5 +6 +7 +8 +9 +10 (two each)

-1 -2 -3 -4 -5 -6 -7 -8 -9 -10 (two each)

$+|n\div 2|$   $+|n|$   $+|n\times 2|$   $-|n\div 2|$   $-|n|$   $-|n\times 2|$  (one each)

$=$   $\frac{1}{2}$   $+/-$   $\emptyset$  (two each)

Black cards will always change the total in a positive direction and red cards will always change it in a negative direction (*for information about green cards, see Special Cards, below*).

## Setup

Shuffle the pack thoroughly and deal each player a hand of 5 cards, then place the remaining cards face down on the table. Both players will draw from this stack (There is no discard pile).

Each player has a number line (*see Number Lines, below*), which initially has no cards, and starts with a total of 0. This total will be modified (upwards and downwards) during game play. The player who has the highest total at the end of the game (*see Ending the Game, below*) wins.

Decide which player goes first, using whatever method you prefer (drawing cards, rolling dice, rock-paper-scissors, etc).

## The First Turn

On your turn, you must play one card, which can be placed either in front of your opponent or in front of yourself. This will be the first card in that number line and now represents that player's initial score (positive or negative).

After playing your card, draw a replacement from the draw stack. This signals the end of your turn and gameplay then proceeds to your opponent.

## The Second Turn and Beyond

Gameplay continues in the same way, with each player playing a card on a number line (theirs or their opponents) and then drawing a replacement card. Each player must play exactly one card and draw exactly one card on their turn. Turns can not be skipped, cards can not be discarded and players must always end each turn with 5 cards in their hand (*see Running Out of Cards, below*).

## Ending the Game

The end of the game is triggered when any player plays a green  $=$  card on either number line. When this occurs, that player's opponent gets one more turn, then the game ends, the number lines are totalled up and the player with the highest total is the winner.

## Number Lines

Each player's number line should be placed in front of them, with all of the card values visible. If space is limited, a number line can be split and placed in multiple columns, as long as the value of every card can be clearly seen.

Because some cards act on the total at that point (*see Multiplier Cards, below*), it is important that cards be kept in the order in which they were played on the number line, so that the final total can be calculated correctly.

## Running Out of Cards

If on any turn, the draw stack is depleted and there are no cards available, the draw phase is skipped and players continue with whatever cards remain in their hands, until a green = card is played, at which point the game ends normally (see *Ending the Game, above*).

## Special Cards

There are 4 types of special (green) cards that each have a specific effect on gameplay.

=

This card triggers the end of the game (see *Ending the Game, above*).

↵

This card cancels the previous plus or minus card on the number line it was played on. That card is not removed, but is ignored when calculating that number line's total. This card can only be played on a black (plus) or red (minus) card. It can never be played on another green (special) card.

+/-

This card reverses the sign of the total of the number line it was played on. For example, if you play +/- on a number line with a total of 8, it would change it to -8. If you played it on a number line with a total of -14, it would change it to 14.

∅

This card prevents any card from being played, on the number line it was played on, during the next turn. Since players must play a card each turn, this card, in effect, forces a player to play their next card on a specific number line. For example, if you play ∅ on your number line, your opponent must play a card on their number line. If you play it on theirs, your opponent must play a card on yours.

## Multiplier Cards

There are 6 cards (3 of each colour) that can potentially add or subtract more than the basic number cards (1-10). Each of these cards adds or subtracts (depending on the colour) a value based on the absolute value of the total of the number line at that point (ie. the sign is ignored).

$+|n \div 2|$  and  $-|n \div 2|$

These cards add or subtract an amount equal to half the current total (rounded down). For example, if you play  $+|n \div 2|$  on a number line that has a total of 7, it would add 3 (half of 7, rounded up). If you played it on a number line that has a total of -4, it would add 2 (half of 4).

$+|n|$  and  $-|n|$

These cards add or subtract an amount equal to the current total. For example, if you play  $+|n|$  on a number line that has a total of 11, it would add 11 (in effect, doubling the total). If you played it on a number line that has a total of -9, it would add 9 (in effect, raising it to 0).

$+|n \times 2|$  and  $-|n \times 2|$

These cards add or subtract an amount equal to twice the current total. For example, if you play  $+|n \times 2|$  on a number line that has a total of 3, it would add 6 (twice 3). If you played it on a number line that has a total of -12, it would add 24 (twice 12).

The red (minus) versions of these cards have the same effects, only in a negative direction.

## Credits

The following people made this game possible:

<b>Game Design:</b>	C. Scott Davis
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