

MATH GAMIFIED!



Mathic
Number

The Card Game of Arithmetic

RULEBOOK

RULEBOOK



www.mathicgames.com

GETTING STARTED

Game Setup:

1. Shuffle the mathic card deck, then deal four cards to each player.
2. Place 4 cards face up in the middle of the table called the "space".
3. Place the remaining mathic cards face down to the left of the dealer.
4. Shuffle the reward tokens and place 4 tokens face up in the "space".
5. Place the remaining mathic reward tokens face down to the right of the dealer. The player whose favorite number is biggest goes first to either compute or discard.



The goal of mathic games is to collect the most points by computing equations and earning tokens.

How To Play

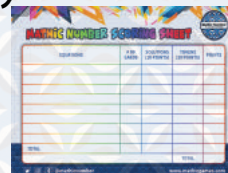
1



Use only one card from hand



and at least one card from the space to compute an equation.



Write equation on the scoring sheet to record cards and points.



Collect cards used in equation and any earned reward tokens



HOW TO PLAY MATHIC NUMBER

Game Setup:

1. Shuffle the mathic cards and deal 4 cards to each player
 2. Place the remaining mathic cards face down to the left of the dealer
 3. Place 4 cards face up on the table called the "space"
 4. Shuffle the reward tokens and keep 4 in the "space" face up and place the remaining tokens face down.
- Starting with the player whose favorite number is biggest, then going clockwise, in turns, each player must either Compute or Discard.

There are three ways to score points:

- 1) Collecting the Most Cards (30 pts.)
- 2) Computing Solutions (20 pts.)
- 3) Earning Reward Tokens (10 pts.)

Gameplay:

Compute: Use one card from your hand and one or more cards from the space to make an equation, then collect all of the cards in the equation. Computed cards are placed in the collected pile next to the player to be counted at the end of the game.

When computing an equation, the player must:

- Use only one card from their hand
- Use at least one card from the space
- Write their equation on the scoring sheet
- Equations must be true, if not they can be challenged

Solutions: If a player during their turn, computes an equation that clears all of the cards. This is called computing a "solution" and awards the player 20 points.

Discard: If a player cannot compute using any of the cards in their hand (or there are no cards in the space) they must put out a card from their hand to the "space".

Reward Tokens:

Reward Tokens are earned by computing special equations

- Reward tokens may only be earned for an equation in same turn in which the equation was computed.
- Each reward token is worth 10 points.
- There should always be 4 tokens displayed during gameplay.
- One equation can earn multiple tokens.

Player Actions:

There are many ways to play even when it's not your turn like stealing and challenging equations.

- **Stealing Equations:** If a player discards from their hand not noticing that the card can compute an equation, at the end of their turn any player can steal that equation and any reward points it may earn.
- **Challenging Equations:** Every equation must be true, so if a player thinks an equation isn't true they can challenge the equation. If the equation is correct, the challenger loses their next turn. If the equation is incorrect, the player collects no cards or points and loses their turn.

End of a Hand

When all players have no cards left in hand, the dealer deals 4 mathic cards to each player, but does not deal any more cards to the space. The game continues until there are not enough cards left in the deck to deal 4 cards to all players. When this happens, the game ends, and any cards left in the space are awarded to the last player to compute cards.

Scoring the Round

Players use the virtual or printable scoring sheet to keep track of their equations found @ www.mathicgames.com.

End of the Game

If a player has 100 or more points at the end of a round, the game ends. Otherwise, play continues with a new round. The first player to get 100 points is the winner. In the case of a tie, the player who had the most points in the last round wins.

Thank You for Playing Mathic Number

Please feel free to modify and adapt this game / deck to suit the needs of the students / players
We'd love to hear your ideas! Send them here: bit.ly/mathicgamesideas

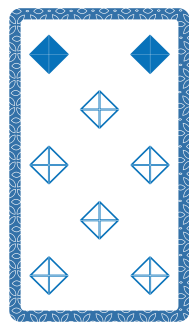
THE CARDS OF MATHIC NUMBER



52 CARDS

Whole Number

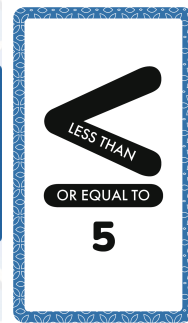
There are 52 number cards in 4 suits numbered from 0-12: Hearts, Spades, Diamonds, and Clubs.



8 CARDS

Fraction Cards

These cards represent the fraction shown or the numerator. So the 2/8 card could be 1/4 or 2.



10 CARDS

Greater/Less Than or Equal to Cards

These cards represent any number that is greater/less than or equal to the number on the card.



10 CARDS

Greater/Less Than Cards

These cards represent any number that is greater or less than the number on the card.



10 CARDS

Rounding Cards

These cards represent any number that can be rounded to the number on the card to the nearest ten.



10 CARDS

Divisible by Cards:

These cards represent any number that is a multiple of or divisible by the number on the card.



PLAY MATHIC NUMBER:
THE CARD OF ARITHMETIC
FOR UP TO 4 PLAYERS FOR FREE!
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See Rulebook as an Online Course
@ www.mathicgames.com

Reward Tokens

Reward tokens may only be earned for an equation in the same turn in which the equation was computed. Each reward token is worth 10 points.

Tokens, like equations, can also be stolen.

- Each reward token is worth 10 points.
- There should always be 4 tokens displayed during gameplay.
- One equation can earn multiple tokens.

There are Five Types of Reward Tokens:



Color Reward Tokens

To earn these reward tokens, cards in the equation must be the same color cards as the color(s) on the token.



Number Reward Tokens:

To earn these reward tokens, equations must equal or use the number on the token.



Odd/Even Reward Tokens:

To earn this token, one side of the equation must have all odd or even numbers as shown on the token.



Operation Reward Tokens:

To earn this token, equations must use the type of operations shown on the token.

Please note that some tokens can be many operations.
The addition symbol can be multiplication.



Pattern Reward Tokens:

To earn the Pattern Token, player must make any mathematical pattern with the cards in the space and one card from the player's hand. Patterns must have at least 3 cards.



**Thank You for Playing
Mathic Number!**

For more information and companion
worksheets, please visit:

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MATH GAMIFIED!



Mathic
Fraction
The Card Game of Fractions

RULEBOOK

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GETTING STARTED

Game Setup:

1. Shuffle the mathic card deck, then deal four cards to each player.
2. Place 4 cards face up in the middle of the table called the "space".
3. Place the remaining mathic cards face down to the left of the dealer.
4. Shuffle the reward tokens and place 4 tokens face up in the "space".
5. Place the remaining mathic reward tokens face down to the right of the dealer. The player whose favorite number is biggest goes first to either compute or discard.



The goal of mathic games is to collect the most points by computing equations and earning tokens.

How To Play

- 

Use only one card from hand
- 

and at least one card from the space to compute an equation.
- 

Write equation on the scoring sheet to record cards and points.
- 

Collect cards used in equation and any earned reward tokens



HOW TO PLAY MATHIC FRACTION

Game Setup:

1. Shuffle the mathic cards and deal 4 cards to each player
 2. Place the remaining mathic cards face down to the left of the dealer
 3. Place 4 cards face up on the table called the "space"
 4. Shuffle the reward tokens and keep 4 in the "space" face up and place the remaining tokens face down.
- Starting with the player whose favorite number is biggest, then going clockwise, in turns, each player must either Compute or Discard.

There are three ways to score points:

- 1) Collecting the Most Cards (30 pts.)
- 2) Computing Solutions (20 pts.)
- 3) Earning Reward Tokens (10 pts.)

Gameplay:

Compute: Use one card from your hand and one or more cards from the space to make an equation, then collect all of the cards in the equation. Computed cards are placed in the collected pile next to the player to be counted at the end of the game.

When computing an equation, the player must:

- Use only one card from their hand
- Use at least one card from the space
- Write their equation on the scoring sheet
- Equations must be true, if not they can be challenged

Solutions: If a player during their turn, computes an equation that clears all of the cards. This is called computing a "solution" and awards the player 20 points.

Discard: If a player cannot compute using any of the cards in their hand (or there are no cards in the space) they must put out a card from their hand to the "space".

Reward Tokens:

Reward Tokens are earned by computing special equations.

- Reward tokens may only be earned for an equation in same turn in which the equation was computed.
- Each reward token is worth 10 points.
- There should always be 4 tokens displayed during gameplay.
- One equation can earn multiple tokens.

Player Actions:

There are many ways to play even when it's not your turn like stealing and challenging equations.

- **Stealing Equations:** If a player discards from their hand not noticing that the card can compute an equation, at the end of their turn any player can steal that equation and any reward points it may earn.
- **Challenging Equations:** Every equation must be true, so if a player thinks an equation isn't true they can challenge the equation. If the equation is correct, the challenger loses their next turn. If the equation is incorrect, the player collects no cards or points and loses their turn.

End of a Hand

When all players have no cards left in hand, the dealer deals 4 mathic cards to each player, but does not deal any more cards to the space. The game continues until there are not enough cards left in the deck to deal 4 cards to all players. When this happens, the game ends, and any cards left in the space are awarded to the last player to compute cards.

Scoring the Round

Players use the virtual or printable scoring sheet to keep track of their equations found @ www.mathicgames.com.

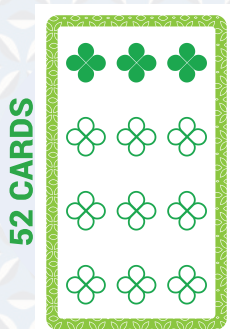
End of the Game

If a player has 100 or more points at the end of a round, the game ends. Otherwise, play continues with a new round. The first player to get 100 points is the winner. In the case of a tie, the player who had the most points in the last round wins.

Thank You for Playing Mathic Fraction!

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THE CARDS OF MATHIC FRACTION



52 CARDS

Fraction Cards

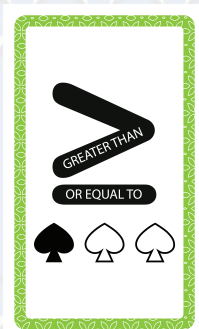
There are 52 Basic Cards in four suits numbered from 0/12-12/12: Hearts, Spades, Diamonds, and Clubs.



10 CARDS

Greater Than or Equal to Cards:

These cards represent any fraction that is greater/less than or equal to the fraction shown on the card.



10 CARDS

Greater/Less Than Cards

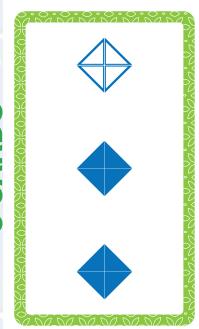
represent any fraction that is greater/less than the fraction shown on the card.



10 CARDS

Odd/Even Numerator Cards:

The numerator must be even or odd, depending on the card.



8 CARDS

Simplest Fraction Cards

represent fractions in their simplest form.



10 CARDS

Odd/Even Cards

The numerator and denominator must be even or odd, depending on the card.



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Reward Tokens

There are five types of Reward Tokens:

1) Color, 2) Number, 3) Odd/Even, 4) Operation, and 5) Pattern.

- Reward tokens may only be earned for an equation in the same turn in which the equation was played.
- Each reward token is worth 20 points.
- There should always be 4 tokens displayed during gameplay.
- One equation can earn multiple tokens.



Color Reward Tokens:

To earn a color reward token, cards in the equation must be the same color cards as the colors on the token.



Number Reward Tokens:

To earn a number reward token, equations must equal or use the number on the token.



Odd/Even Reward Tokens:

To earn an odd/even token, one side of the equation, numerators, or denominators must have all odd or even numbers as shown on the token.



Operation Reward Tokens:

To earn an operation token, equations must use the operations shown on the token.

Please note that some tokens can be many operations.
Addition symbol can be multiplication



Pattern Reward Tokens:

To earn a pattern token, player must make any mathematical pattern with the cards in the space and one card from the player's hand. Patterns must have at least 3 cards.



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