

MATH MAZE INSTRUCTIONS



To begin the game, shuffle the cards (keeping Green Player's Cards separate from Red Factor Cards) and deal 7 green cards to each player. Place the green stack face-down in the middle of the table, sit the red stack face down near the green pile, and turn the first red card face-up on top of the red stack. The object of the game is to get rid of all your cards by using up to three cards at a time to solve problems.

Step 1: Player #1 is the CREATOR PLAYER. He/she rolls the Math Function Bar® to determine the mathematical function that will be used. Player #1 then puts down a green card from his hand to create a problem using that card, the Red Factor Card showing face up and the Math Function Bar®.

For example:

Red Table Card shows **8**.

Math Function Bar® shows **ADD**.

Player puts down a Green Players Card showing **2**.

Player #1 states the problem and the answer for the next Player (#2) to solve: **$8 + 2 = 10$** .

Step 2: Player #2 is the SOLVER PLAYER. He/she must solve this operation using addition, subtraction, multiplication and/or division of up to three of his/her cards to come up with Player 1's answer (in this case 10).

Examples of different ways a player could use the Green Cards on his/her hand:

Player #2 has seven Green Cards. Their values are: 7, 5, 9, 2, 4, 6, 1

		Green cards he could use:	First operation	Second operation
Possible 3-card solutions (There are more!)	→	7, 2, 4	$7 \times 2 = 14$	$14 - 4 = 10$
	→	9, 6, 5	$9 + 6 = 15$	$15 - 5 = 10$
	→	5, 4, 2	$5 \times 4 = 20$	$20 \div 2 = 10$
	→	7, 4, 1	$7 + 4 = 11$	$11 - 1 = 10$
	→	5, 4, 9	$5 - 4 = 1$	$1 + 9 = 10$
The player could also use two cards to solve this problem, but the goal is to use 3 cards whenever possible.	→	6, 4	$6 + 4 = 10$	
	→	5, 2	$5 \times 2 = 10$	

Step 3: Player #2, when done solving the problem, collects all the Green Player's Cards that were used and puts them on the bottom of the stack of green cards in the center of the table. If unable to solve the problem, Player 2 must draw one green card to add to his/her cards, ending his/her turn, and only the green card used to create the problem is placed on the bottom of the green stack. Player 2 then takes the Red Card showing on top of the deck and puts it on the bottom, turning over a new red card for the next player.

Step 4: Player #2 now becomes the **CREATOR PLAYER**. Player #2 rolls the Math Function Bar® and with one of his/her Green Player's Cards and the visible Red Factor Card, he creates a problem for Player #3 (who is now the SOLVER PLAYER).

Step 5: Player #3, now the **SOLVER PLAYER**, solves Player 2's problem and creates a problem for player #4. This goes around until one of the players has no more cards, becoming the first to win that game. The other players should continue playing to see who is the second winner, 3rd winner, etc., until only one player is left holding a card or cards. At that point, a new game may be started.

OTHER POSSIBLE SITUATIONS:

If a solvable problem cannot be created from the cards in the player's hand, the player must draw one card from the stack of Green Players Cards and his/her turn is over. Now it becomes the next player's turn.

If a player rolls "Player's Choice" on the Math Function Bar®, the next player (who would have been the SOLVER PLAYER) discards two of his/her Green Players Cards, and it now becomes that player's turn to roll the Math Function Bar® and create a new problem.