

Wizards! You must ready your minds in preparation to learn a strong new form of magic! You'll discover ancient runes which you can combine to create powerful spells – but be careful! Your rival wizards have also begun pursuing a greater knowledge of the magical arts. You must learn these new spells quicker than your opponents – and then use them to conquer your enemies!

MATH WIZ

RULES

For 3rd graders... and up!

Rune cards

Rune cards are numbers 2-12 that a player keeps in their hand during gameplay. Each round, a player will play 2 runes from their hand, attempting to multiply them together to be the closest to the spell card for that round. After a round, the used rune cards should be placed in a discard pile, which can be shuffled together to refill an empty rune card deck, and each player should draw rune cards until they have 7. If you already have 7 (or more), do not draw.



Overall objective

The player with the most spell cards after the spell card deck is emptied, or time runs out, wins.

Set-up

Shuffle both card decks separately. Place the stack of rune cards and the stack of spell cards in the center of the playing area.

Materials

- Deck of 81 rune cards
- Deck of 51 spell cards

Number of players

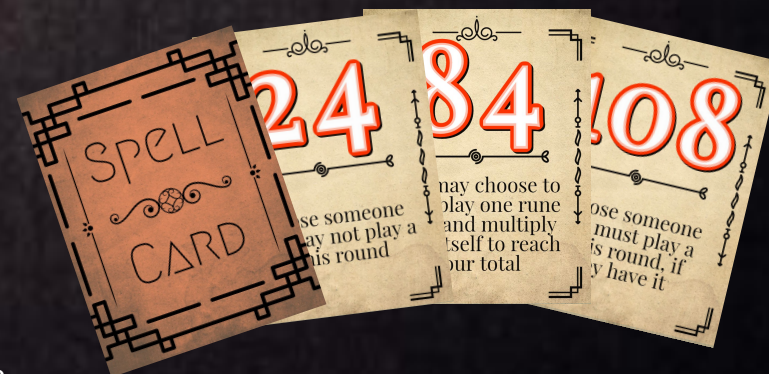
2-4

Time to play

About 60 min. for the whole deck

Spell Cards

Each round, players will draw one spell card from the deck and flip it up in the center of the playing area, so that everyone can see. Players will then compete to play rune cards that multiply together to be as close to the value on the spell card as possible. Whoever is closest receives that spell card as a reward. Each spell card has an effect. Players should keep the spell cards that they have won close to them, face up, because at the beginning of each round they will have a chance to “cast” the spell. Once they cast the spell, players should flip the spell card face down, but keep it near them so that it can count toward their total.



Gameplay

Do this each round:

Phase 1. Drawing cards

Each player should draw rune cards until they have 7 in their hand. If a player already has 7, they should not draw. Draw one spell card from the deck of spell cards and flip it face up in the center of the playing area, so that every player can see it.

Phase 2. Casting spells

Starting with the player who won the last round, a player may choose to "cast a spell" by reading out one of their spells and carrying out the effect. Each spell can only be cast once. After use, the player who owns it must flip it face down but keep it near them so as to count it toward their tally. Once every player has been given the chance to cast one spell, play continues. You may skip this step if there are no playable spells, such as on the first round.

Phase 3. Combining runes

All players now choose two runes from the cards in their hand to try to multiply together to be the closest to the number on the spell card. Place both rune cards face down in front of you – Don't let the other players see!

Phase 4. Learning the spells

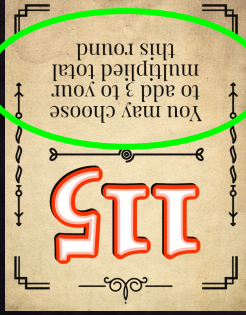
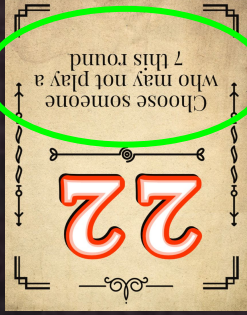
One the count of three, all players reveal their rune cards.

Whichever player's cards multiply together to be closest to the number on the spell card "learns" the spell. That player can take the card and keep it next to them to be used in subsequent rounds. If two or more players are the same distance from the spell card value, they must choose two new runes from their hands and multiply again.

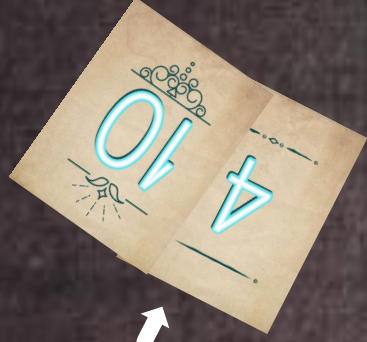
Continue playing rounds until there are no spell cards remaining in the deck, or until an agreed upon time limit! The player with the most spell cards at the end, tallying both used and unused cards, wins!

7 each!

Just 1!



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