

## Tips

First to ten. That's the original object playing Math-a-Round  $\Sigma^{\text{TM}}$ . However, just by making small adjustments you can vary the game. Here are some tips on how to play Math-a-Round  $\Sigma^{\text{TM}}$  a bit differently:

### Only addition or only subtraction



**Addition:** Use only the plus tokens along with the numbers. The players agree on a value to pass; for example 50 or 100. Each number picked is added to the existing numbers on the game board and first player to pass the agreed value is the winner of the level.

**Subtraction:** Use only the minus tokens with the numbers. The players agree on a value to start from; for example 50 or 100. Each number picked is subtracted from the existing numbers on the game board; first to pass zero wins each level.

### Higher numbers



Same rules as the original game, but instead of having the players pick ONE number token each time, the player picks TWO number tokens. These two numbers can now be combined to create a new number; for example if the player gets the numbers 5 and 8, the new combined number can be 85 or 58. The player chooses one of the possible combinations, then chooses addition or subtraction, just like the original game. And still, it's first to 10...

### Negative numbers



The players can agree on allowing negative numbers in the game. For example, a player who has a value of 5 on his or her game board and gets a 7 can choose subtraction and get the value -2.

### Joker



Looking for more game changing moments in the game? Use one of the score tokens as a joker; place it upside down along with the number tokens. The player getting the joker uses it as a number token in the game. A joker can be used in different ways; as a number of your choice, or, the joker can be any number except for the number the player needs to immediately win the level.

### Zeros



In Math-a-Round  $\Sigma^{\text{TM}}$  there are no zeros. To include tokens representing zero, use the score tokens. This can be a good idea when playing the game with higher numbers (player picks two number tokens each time). Just place the score tokens upside down along with the number tokens and start playing!

# Math-a-Round $\Sigma^{\text{TM}}$

by BRIGHT of Sweden



The fun, inspiring game where you practice your math skills without even noticing

### A game that is fun to play but is a challenge to win

A few minutes in to the game, you are at 7. Picking a new number, getting a 5. You deliberate; plus or minus? You go with plus so you are now at 12. You pick an other number, crossing your fingers and hope for a 2... Nope, a 9. You subtract, 12-9 leaves you at 3. New number, and...yes, 7! Add your 7 to the 3 to make 10 and you can collect your points for this first round!

Three more rounds to go to become the Math-a-Round  $\Sigma$  master.



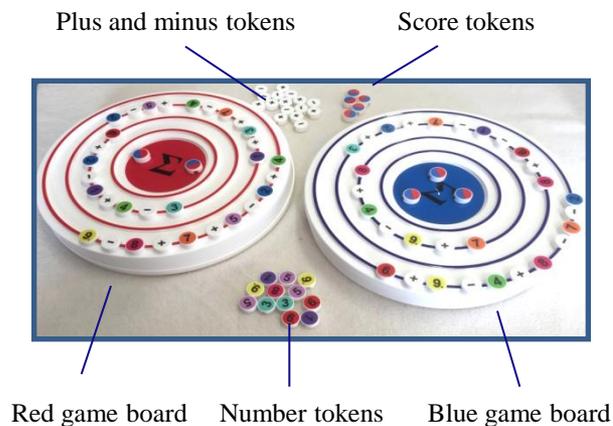
### Object of the game



Math-a-Round  $\Sigma^{\text{TM}}$  is first to 10. By using addition or subtraction, the numbers shall together reach the sum of 10. The game is played in four levels; the player first to 10 on each level wins points. Most points after the four levels win the game.

## In this game:

2 game boards; red and blue  
45 number tokens; 5 each of numbers 1-9  
60 + and - tokens  
10 score tokens  
Instruction sheet



## Before playing

Open the container and take out the plastic bags with the different pieces. Flip the container and place the 2 game boards on a flat surface. Take out the pieces from the plastic boards and place the plus and minus pieces and the scoring pieces place next to the game boards. The number pieces are placed upside down beside the game boards. Make sure the plastic bags and the small parts are kept away from small children. Read the instructions, decide which player gets the blue and the red game board, wish your opponent good luck and you are ready to start playing Math-a-Round  $\Sigma$ !

Please note:



Small Parts - Choking Hazard



Plastic Bags

## Playing the game

The player who starts (Player 1) picks one of the upside down number tokens and places it on the outer level on their game board. The other player (Player 2) does the same move. Player 1 picks another number token. Now the player has to decide to use addition or subtraction; calculating which is better for the two numbers. As the player has decided, he or she picks a plus token or a minus token and places it between the two numbers; creating a new value. For example,  $9 + 3$  creates the new value of 12, or  $9 - 3$  creates the new value of 6.

$$9 + 3$$

$$9 - 3$$

The tokens are placed on the right side after each other (anti-clockwise) on the level on the game board; the player can not change direction. Player 2 now picks a number, chooses addition or subtraction and places the tokens on their game board. As new numbers are picked, they are added or subtracted to the total value of the previous number tokens. The goal is to reach the value of 10 to win the level. As one player reaches the sum of 10, he or she is the winner of that level and gets point (see "Points"). Both players now move on to the next level closer to the center until all four levels are done. The player with most points after 4 levels is the Math-a-Round  $\Sigma^{\text{TM}}$  master!

*The value of the numbers can not be negative. For example, a player at a value of 5 and gets a 7 can not choose subtraction as the value would be -2; here addition is the only option.*

*Should you run out of tokens for the inner levels, re-use the tokens from the outer levels.*

## Points



The Math-a-Round  $\Sigma^{\text{TM}}$  game boards have 4 levels. They give respectively 1, 2, 3 and 4 points. For the outer level, the winner scores 1 point. The next level scores 2 points; the third level scores 3 points and the most inner and also shortest level, scores 4 points. Each point is represented by a score token. The player winning the level places score tokens inside circle in the middle of his or her game board. Should none of the players reach the value of 10 before the level is full, no points are handed out and the players move on to the next level. The player with most points after the four levels is the Math-a-Round  $\Sigma^{\text{TM}}$  master. The losing player congratulates the winner and maybe asks for a rematch for a chance on the Math-a-Round  $\Sigma^{\text{TM}}$  master title. In case of the final score 5-5, the players congratulate each other and play again.