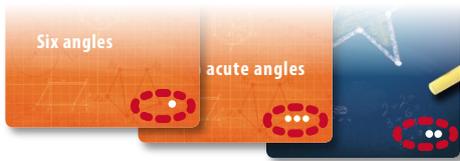


Game Rules

GAME MATRIX

Original Version of the Game

This version of the game is suitable for playing with small children or to help people get an initial gist of how the game is played. Two decks are used in the game, a figure deck and an attributes deck. The cards of both of the decks are marked by dots (between one and three) according to their difficulty level. One could start off at first by using cards with only one dot.



Shuffle both decks. Open three cards with figures and put the decks near face down.

Figure pile

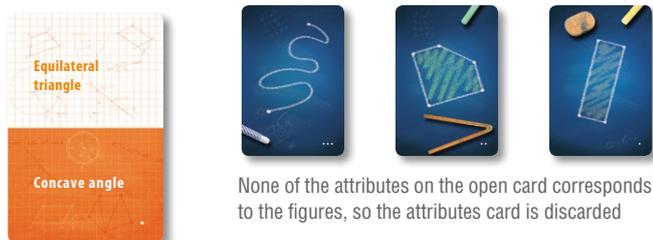


The player can take an attributes card and one of the suitable figure cards.

The first player draws a card from the attributes deck. His task is to find a card that matches at least one of the two attributes on his card amongst all of the figure cards laid out.

If he succeeds in doing so, he is to take the attributes card along with the matching figure card and place them in his pile. If his attributes card matches two or three figures, the player will be able to claim only one figure card (any one he chooses). A new figure card will be drawn from the deck and placed onto the table so that there still remain three figure cards displayed and then it becomes the next player's turn.

If the player cannot find a figure card that matches his attributes, then the attributes card will be discarded and it becomes the next player's turn.



None of the attributes on the open card corresponds to the figures, so the attributes card is discarded

When the attributes deck runs out, then it is time for the players to count up the amount of cards they have collected. Whoever collected the most cards wins!

Players: 2-5
Age: 7+, 10+ Years
Time: 20-30 Minutes

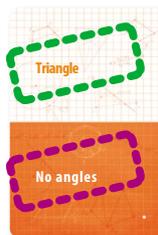


Main Version of the Game

In the main version of the game, five figure cards are to be displayed on the table and the players take turns. In this version, the player's goal will be to collect as many attributes cards as possible while making sure to stop in time before he "busts".

When drawing a card, the player must find a card amongst the displayed figure cards that matches his attributes card. If there are two attributes on a card: the player will choose one of them at his own discretion (the second attribute is ignored in that case). If the player finds a matching figure, he may:

- End his move after placing an attributes card and its matching figure card into his pile.
- Continue his move by drawing another attributes card. Now he'll have to find a figure that matches both cards. In other words, the figure must match an attribute on the first card and an attribute on the second card simultaneously.

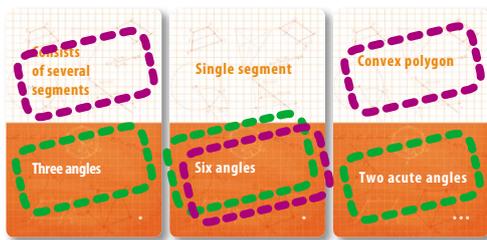


The upper attribute corresponds with one figure, the bottom attribute corresponds with two figures. The player can:

- end his turn taking the attributes card and one of the corresponding figure cards;
- continue his turn opening one more attributes card.

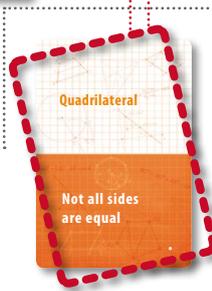
Each time he draws a matching card, a player then decides whether to take the next one (taking the risk of "busting") or end his turn (and put the collected attributes cards and the one figure card that matches them into his pile). In the place of every collected figure card, another one is taken from the deck and added to the other displayed cards so that five figure cards remain on the table.

Then, if after taking the next card the player cannot find a matching figure card, he announces a "bust", all the attributes cards he collected during that turn are then discarded, and his turn is over.



The player gradually opened three attributes cards and there are two figures corresponding to all of them.

The player decides to go on and opens the next card. Now there are no corresponding figures.



What is what:

An equilateral triangle: a triangle whose sides and angles are all equal.

An isosceles triangle: a triangle with at least two equal sides, so the shape is symmetrical. An equilateral triangle is also an isosceles.

Right triangle — a triangle with one right angle.

Quadrilateral — any shape with four angles, including a quadrilateral with a concave angle, a rectangle, a square, a rhombus, a parallelogram, or a trapezoid.

Square — a quadrilateral whose sides are all equal and angles are all right angles.

Rectangle — a quadrilateral whose angles are all right angles and opposite sides are equal to each other; a square is also a rectangle.

Rhombus — a quadrilateral whose sides are all equal; a square is also a rhombus.

Parallelogram — a quadrilateral with two pairs of equal opposite sides; rhombuses, squares, and rectangles are also parallelograms.

Trapezoid — a quadrilateral with two parallel sides and two sides that aren't parallel; thus, a square, rectangle, parallelogram, and a rhombus are not trapezoids.

A pentagon (as well as other shapes ending in "gon") includes convex and concave shapes; for example, a five-point star is a decagon – it features 5 convex (ends of rays) and 5 concave (at the foundation of rays) angles.

Regular polygon — all sides are equal and all angles are equal.

Convex polygon — all angles are less than 180 degrees (not concave).

Concave polygon — contains at least one concave angle.

Ellipse — a shape that resembles an oval (looks like a flattened circle).

Segment — two points connecting a straight line.

Ray — a straight line with an origin point, but without an end point. Thus, it continues endlessly in a particular direction (only the original portion of the ray fits on the card).

Straight line — straight line without a starting or an end point and continuing forever in both directions (only a small portion of the straight line fits on the card).

Nonclosed polygonal chain — consists of several connected segments.

Nonclosed smooth curve — not straight, has no angles, and its beginning and end don't collide.

Reflexive symmetry — one could draw a line through a shape in a way that it has identical halves on both sides like a mirror. Examples of objects with this kind of symmetry would be an isosceles triangle or the letter "T".

Perimeter — the path of a closed shape.

Finite — a quality of a shape indicating that it can be quantitatively measured. For example, a ray and a straight line are objects that spread over an unlimited distance and are thus infinite.

Acute angle — an angle that is less than 90 degrees (more "acute" than a right angle).

Right angle — a 90-degree angle.

Obtuse angle — an angle between 90 and 180 degrees.

Straight angle — an 180-degree angle, the rays of the angle are straightened out meanwhile into a unified straight line.

Concave angle (this kind of angle is only possible on a concave polygon) — an angle that is more than 180 degrees and visibly points inside of the shape.

Statements Questions

Attributes definitions are to be construed literally.

Definitions are to be interpreted as "at least, but possibly more", for example:

Four angles: means a particular shape has at least four angles, but it could have more than four also. However, when one comes across the definition "exactly four angles", figures only fit that definition if they have exactly and only four angles.

Concave angle: a figure has at least one concave angle, but it could have more as well (for example, a five-point star).

Three equal sides: at least three sides are equal, but there may be more equal sides than that (for example, a regular octagon).

There also exist particular attributes to be interpreted literally, for example:

Not all sides are equal: a figure has more than one side (for example, by definition, a segment or a circle does not fit the definition) and their lengths are not all equal (for example, a rectangle or any scalene triangle).

All sides are unequal in length: the figure has more than one side and none of those sides have a length that is equal to the length of any of the other sides.



Other educational games on the website www.thebrainyband.com

V. 1. 2016