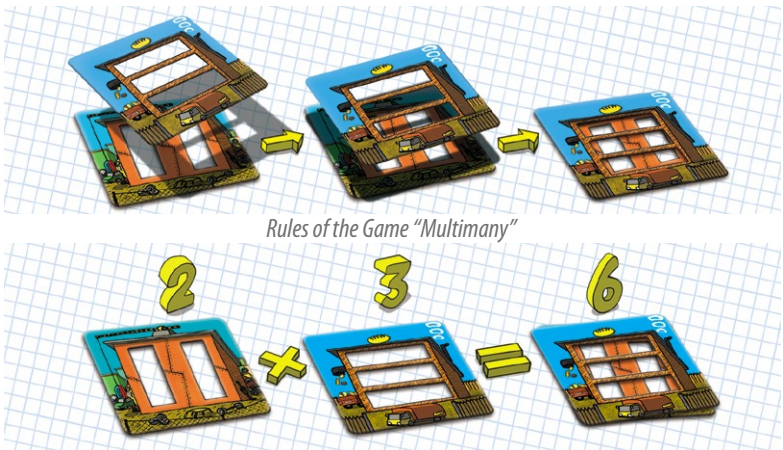


"Multimany" is the only game of its kind where children get to become acquainted with the arithmetic function of multiplication. Using specially developed methodology, children are taught about multiplication visually and naturally, relying on visual, thematic cogitation rather than mechanical memorization of wordy "formulas".

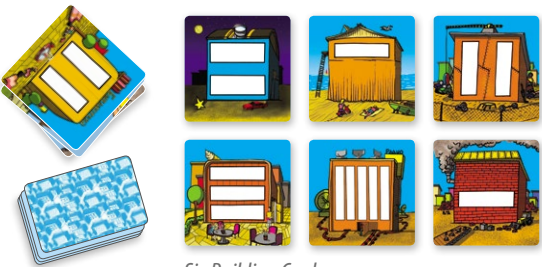
The idea of the game is that the players need to "construct buildings" consisting of two cards so that when they are placed on top of each other, the player arrives at a particular number of windows.



The Game "I See!" (5 years and up, 2-5 players)

Six building cards are taken out of the pile and laid out on the table. The building pile and the numbers deck are placed next to each other.

The players take turns rotating in a clockwise fashion. Whoever the players agree should go first goes first.



Six Building Cards

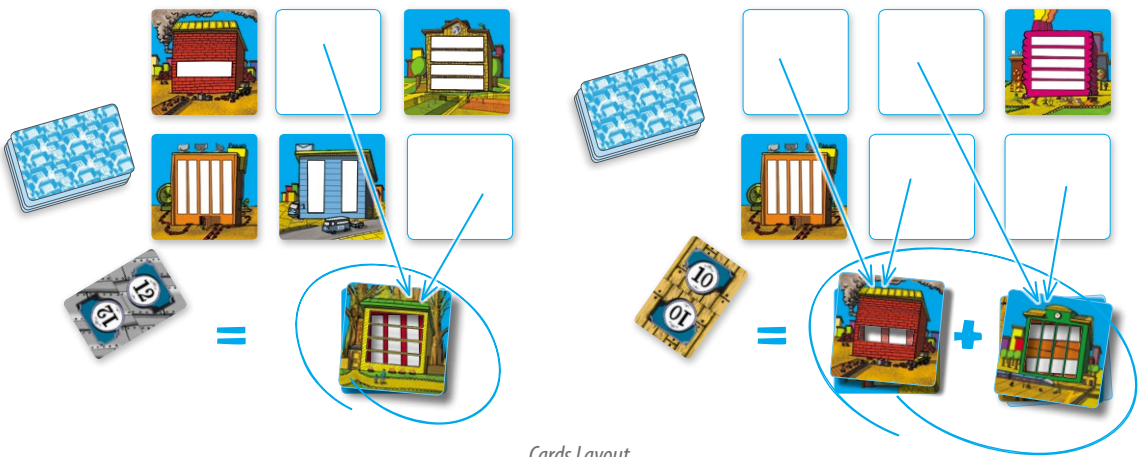


The Correct Way to Lay Out a Card

During his turn, a player draws the top number card from the deck and lays it face down. Meanwhile, the player must place the card in such a way that he can't see it any sooner than the other players (away from the corner closest to him) at the moment he turns it face up.

The players immediately try to find two building cards amongst the six building cards displayed faster than everyone else that multiply to equal the same number of windows as displayed on the number card that was drawn. They can also reach the number of windows indicated by putting two or three buildings together (the number of windows in them is added up).

Meanwhile, they are not allowed to touch the cards.



Cards Layout

If one of the players manages to find the combination that multiplies to equal the indicated number, he yells "I see!" and covers the number card with the palm of his hand. After that, he has to show how to assemble the building (buildings) that equals the number. Each building absolutely must consist of two cards, which are placed on top each other so that their stripes intersect (are perpendicular to each other).

After combining the correct cards, the player collects the number card (to be counted up at the end of the game) and the building cards he used are discarded. If nobody is able to win the number card, then it is discarded as well.

If a player yells "I see!", but in the course of three seconds he doesn't show how to construct the building with the necessary number of windows, then he loses the turn as a form of a fine (he won't be able to take a card during that turn).

The game ends when all of the number cards run out. If the buildings deck runs out then it will need to be shuffled along with the building cards from the discarded pile to be brought back into the game.

Simplified rules for learning the game or playing with small children:

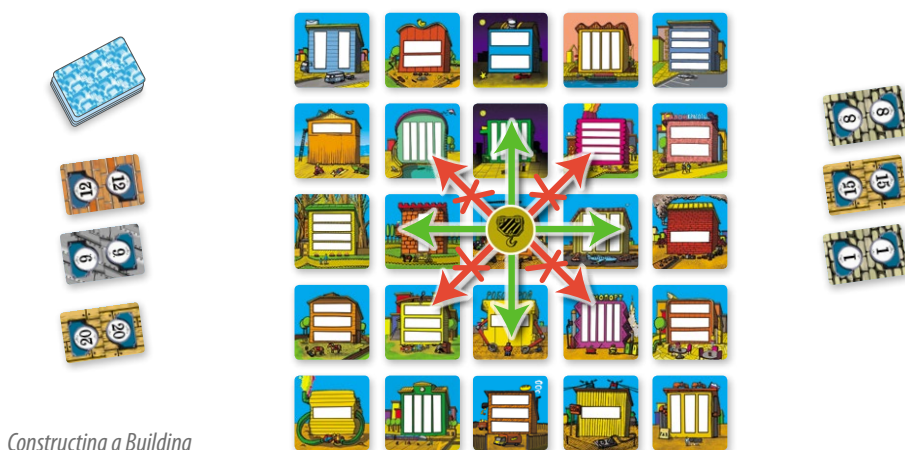
- Only use building cards with 1, 2, or 3 transparent stripes on them and number cards no higher than 9.
- Don't play to see who can go the fastest, but rather take turns instead. The only player who will be able to yell "I see!" will be the player whose turn it is (who drew the card).



Major Construction Game (8 years and up, 2–3 players)

The building cards are shuffled and placed onto the table in a 5×5 square format (the remaining five cards aren't used) and an chip is placed onto the card in the center. This is a "construction panels warehouse" out of which the players will have to erect buildings. Just like in the "I see!" version, each building erected will absolutely have to consist of two cards placed on each other and the amount of windows must match the number on the number card.

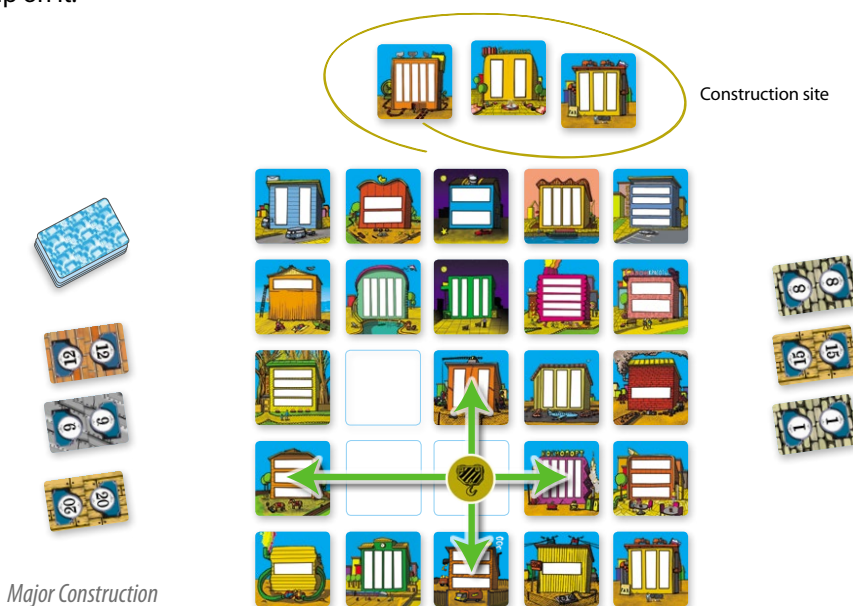
The players are passed out 3 number cards, each turned face up. Players take turns in a clockwise fashion. In the beginning, players agree who will go first (if there are multiple games going on, then the person who accumulated the least points in the previous game can go first).



Constructing a Building

A player does the following during his turn:

1. He moves the chip onto an adjacent card — up, down, left, or right (he can't move it diagonally). If some of the building cards are already gone, then the nearest card in that particular direction will be considered adjacent.
2. He places a card out of the "warehouse" onto the card where the chip landed, onto the "construction site", and he is able to construct buildings using cards he places on top of the card with the chip on it.



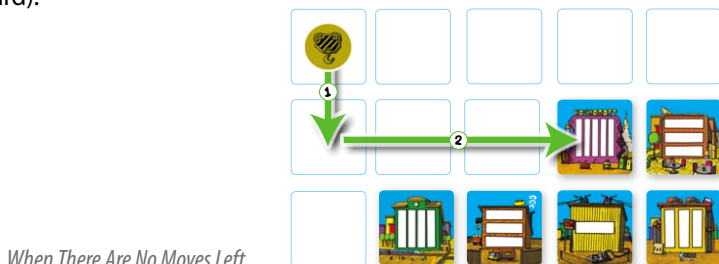
Major Construction

3. He tries to arrive at the number indicated on one of his number cards, if he has the option, by assembling the corresponding building. In order to do so, he may use any of the cards located on the "construction site". He places the building he constructed and the matching number card into his personal pile to be counted up at the end of the game (these cards no longer participate in the game process).

4. A number card may not be matched by constructing only one building, rather only by constructing two or three buildings simultaneously (the number of windows is multiplied). In the course of a turn, a player may only match one number card.

At the end of his turn, the player adds number cards from the deck, if necessary, to ensure that he always has three and then it becomes the next player's turn.

If during the course of the game, the chip ends up in a position where it can't be moved to any other card, then the player can move the chip two times during his turn, either vertically or horizontally (the first move leading to an empty space and then the second one leading to a card).



When There Are No Moves Left

The game ends when there are no more buildings left on the playing field that are able to equal the numbers on all the players' number cards. At that moment, the players count up all the points they've accumulated, placing all the number cards onto the number cards that have already been matched.

Variation of the Major Construction Game:

- To make the game more of a challenge, you can put out all 30 cards in the form of a 5×6 rectangle (the chip is placed on any of the two cards in the center at the discretion of the player passing out the cards).
- To make the game easier, you could use only building cards consisting of between 1 and 3 transparent stripes and number cards going no higher than 9. In this case they will be displayed in the form of a 4×4 square or a 4×5 rectangle.

