



SCAN THE QR CODE
for a timer and to watch
the rules instead!



CONTENTS

90 Number Cards
• 18 Advanced Cards

13 Goal Cards
• 2 Advanced Cards

3 Help Cards

SETUP

1 Shuffle the Number Cards (showing fractions, decimals, and percents) and Goal Cards into separate decks and place them face down, in one or more piles, within reach of all players. Place the 3 Help Cards next to the play area, face up.

2 Each player draws a starting hand of Number Cards based on the number of players in the game. This is the players' hand size for the game.

- 1-2 Players: 5 Cards each
- 3 Players: 4 Cards each
- 4+ Players: 3 Cards each

3 Draw 3 Goal Cards and place them face up in a column in the middle of the table, with enough room to play cards to the right of each one.

4 Set a Timer for 3 minutes. Once players are familiar with their hand of Cards and starting Goals, start the Timer and begin playing.

For solo play, use a 4 minute Timer.



GAMEPLAY

Each round, players will race to play cards into Sets that complete as many Goal Cards as possible in 3 minutes. There are **no turns**: the players all play at the same time, playing Cards and discussing strategy however they would like.

The Goal Cards each show **how many** Number Cards they require, the **direction** for the Number Cards to be played (ascending, descending, or every value equal, a **Victory Point** value, and any **additional restrictions** for Number Cards in that Set.

Each player has a **hand of Number Cards** which show either **fractions, decimals, or percents**. At any point during a round, players may play any Cards from their hands into a Set and they may always draw back up to their starting hand size whenever they have fewer cards.

Cards may be played in one of two ways:

1 PLAY A NUMBER CARD IN ORDER

Players may play a Number Card to the right of a Goal Card and all other Number Cards in that Set, as long as it **meets the requirements** shown on that Goal Card, including the **ordering**. So, for an ascending Goal (showing up arrows), Number Cards played to the right of the Set must be larger than every card played so far in that Set, and smaller values may no longer be played there.

2 PLAY A NUMBER CARD ON TOP OF ANOTHER CARD OF EQUAL VALUE

Number Cards may always be played into a Set on **top** of already-played Number Cards with **equal values**, even if other Cards have already been played.

Once a Number Card has been played, **it cannot be picked up**, even if the players realize it is out of order or doesn't meet the Goal's requirement (such as playing a fraction in a "Decimals Only" Set). It must either **be removed** using a **Help Card** (see below), or will **prevent the Goal from scoring**. Number Cards may not be intentionally played into a Set with restrictions they do not match, or out of order.

Players may draw back up to their starting hand size at any time.

NUMBER CARD DIRECTION

HOW MANY NUMBER CARDS

VICTORY POINT VALUE

ADDITIONAL RESTRICTIONS



COMPLETING GOAL CARDS

A **Goal Card** is complete once it has the **required quantity** of Number Cards in its Set (to the right of the goal), including any stacks of cards with equal values. When this happens, **flip the completed Goal Card face down** (but leave its Set of Number Cards in place). Then, **add a new Goal** to the bottom of the column of Goal Cards and continue playing.

Some Goal Cards have no additional restrictions and may be completed by any of the Number Cards. Other Goals have restrictions for the Number Cards that may be placed in their Set: some require particular numerical forms (such as only decimals), only values greater or less than a certain value, only values that have a repeating decimal form (such as $.333$ or $\frac{2}{3}$), or only unreduced fractions (such as $\frac{8}{12}$ or $\frac{4}{16}$).

HELP CARDS

In each full game, the players have **3 total Help Cards** which may be used at **any time** over the 3 rounds. **Unused Help Cards** will score additional points at the end of the game. The Help Cards may be used in one of two ways (then are flipped face down):

- A Help Card may be used to **remove** any quantity of **Number Cards** in a single Set.
- A Help Card may be used to allow all players to **discard any number of Cards from their hands** and **redraw** Cards to their starting hand sizes.



END OF ROUND SCORING

The round is over when the **Timer runs out**. Players must verify that the Goal Cards were **correctly completed**. They may be verified by flipping them over and **checking the letters in the bottom corners**. The Cards played to **ascending Goals** should be laid out in **alphabetical order** while the Cards with **descending Goals** should be in **reverse alphabetical order**.

If all the requirements of a Goal Card have been met, **players score points equal to the stars** shown on the Goal Card. If the requirements are **not** met, the Goal Card is **discarded and scores 0 points**.

After all Goal Cards have been verified and scored, it's time for the next round. **Reshuffle** all the Cards into their respective piles and set up for the next round as normal. **Used Help Cards are not reset between rounds**.



ENDING THE GAME


At the end of **3 rounds**, add together the points scored in each round and bonus points from any unused Help Cards:

- **3 points** for **1** unused Help Card
- **5 points** for **2** unused Help Cards
- **6 points** for all **3** unused Help Cards

You can check your score and progress to the right:

FOR YOUNGER PLAYERS

Math Rush is an intense game of quick mental arithmetic. Younger players who are still mastering these skills might prefer any or all of the following adjustments:

- Remove the **Advanced Cards** (with the  icon) before playing.
- Allow younger players to **use the "Help" abilities as much as they would like**. These players may discard Number Cards from their hands or from Sets at any time. (Shuffle discarded Number Cards as needed.)
- For the youngest players, work toward only **one Goal Card at a time**, allowing rearranging of the Number Cards on the table. The players may discard and redraw any cards that don't fit the Goal Card restrictions. **They may play with or without a timer**.

0 - 25 Points	Arithmetic Aces
26 - 40 Points	Masters of Multiplication
41 - 60 Points	Paladins of PEMDAS
61 - 70 Points	Geometry Geniuses
71+ Points	Colossuses of Calculus

CREDITS

Design: John Coveyou & Steve Schlepphorst

Graphics: Sarah Lafser & Tomasz Bogusz