

# MadMatix Quick Start Guide

## Objective:

Build the highest-scoring sequence of Number Cards using strategic plays with Numbers and Action Cards.

### Game Setup

1. **Separate** the Number Cards and Action Cards into two decks.
2. **Deal** 3 Number Cards and 3 Action Cards to each player.
3. **Draw Decks:** Place the rest of the cards as two separate draw piles (one for Number Cards, one for Action Cards).
4. **Operator Tokens:** Keep the  $+/−$  and  $×/÷$  tokens ready for use.
5. **Play Area:** Each player needs space in front of them to place their Number Cards (called a Sequence).

### Sequence of Play

1. **Choose an Action:**
  - **Play a Card** from your hand (Number Card or Action Card).
  - **Draw a Card** from any deck (Number or Action).
2. **End Your Turn:**
  - Say “Go” or “Done” when finished.
  - If you have **one card** left, say “Last Card.” If you forget, and someone catches you, draw 1 card as a penalty.
3. **Game End:**

When any player has no cards left, the game ends, and everyone calculates their final score.

### Card Types

- **Number Cards:**

Played in your Sequence (or an opponent’s) to affect the score. Place them to the left or right of other cards.
- **Action Cards:**

Play these to impact your own or your opponent’s Sequence. Follow the directions on the card.

### Scoring

- **Empty Sequence:** If a player has no cards in their Sequence, their score is **0**.
- **Single Card:** The value on the card is your score (e.g.,  $[5+] = 5$ ).
- **Multiple Cards:**

Add, subtract, multiply, or divide cards from **left to right** in your Sequence.

Example:  $[6-] [4÷] [2+] = (6 - 4) ÷ 2 = 1$ .

### Key Tips

- **Be Strategic:** Place Number Cards in your opponents’ Sequences to lower their score!
- **Watch for “Last Card”:** Don’t forget to say it if you only have one card left!
- **Undefined Sequences:** If you divide by zero, your entire Sequence is discarded!