MadMatix

Your 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). Use the Deck Markers
4. **Operator Tokens**: Keep the +/− and ×/÷ Operator tokens ready for use.
5. **Play Area**: Each player needs space in front of them to place their Number Cards (called a Sequence - see below).

How to play your turn

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.

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.
- **Examples:**
  - $[6-]\ [4\div]\ [2+] = (6 - 4) \div 2 = 1$
  - $[5x]\ [3-]\ [4x]\ [1\div] = 5 \times 3,\ -\ 4,\ x\ 1 = 8$
  - $[7x]\ [9\div]\ [0+] = $ Undefined

Sequence

-20 -19 -18 -17 -16 -15 -14 -13 -12 -11 -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20