MATH WARS META ™

WELCOME TO THE MATHMETAMULTIVERSE™ AND THANK YOU FOR PLAYING MATH WARS META™

MATH WARS META™ IS A SCALABLE SYSTEM OF FAMILY-FRIENDLY, EDUCATIONAL GAMEPLAY INSPIRED BY THE CLASSIC *WAR* CARD GAME.
THE MATH WARS META™ GAME PRODUCT LINE IS DESIGNED FOR PLAYERS WITH BUDGETS OF ALL SIZES TO HAVE FUN CONQUERING MATH THEIR WAY IN SOLO, COMPETITIVE, AND COOPERATIVE GAMEPLAY.
OTHER MATH WARS META™ THEME PACKS ARE CURRENTLY IN DEVELOPMENT.
THE AVAILABLE ARMY MEN™ THEME PACK IS INSPIRED BY THE APTLY-NAMED "GREATEST GENERATION" OF WORLD WAR II.

OVERVIEW:

The Tabletopia version of MATH WARS META™ features two editions of the game, MWM25 and MWM100. Both versions offer Solo, Player versus Player and Team versus Team game modes.

The Game Setup and the Game Play are basically the same for both versions and all game modes. Game play is basically the same for player versus player and team versus team game modes. However, the team versus team game mode has an additional step, which we'll cover momentarily.

Please note that Tabletopia is a sandbox boardgame platform. As such, there are no automated game features and the game rules are not enforceable. Players can ultimately play the game any way they want to play it.

MATH WARS META game play is simultaneous rather than turn-based, though each player can play through each step in the hand at their own pace.

version 5.1

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The Goal of *MATH WARS META™* is to be the first Player or Team to win the required number of VICTORY! Cards™ according to the table below:

Product Name	# of Victory! Cards to win
MWM100™	5
MWM25™	4

A *VICTORY! CARD™* is given to each player or team every time they win a round.

A *round* is when a player or a team has won all opposing player's or team's COUNT META Draw Deck cards.

Before the game begins, players choose one of two options for what they do with the discarded COUNT META cards at the end of each hand.

A *hand* is when a player or a team has won all opposing player's or team's COUNT META cards from their Draw Deck played on the BATTLE PILE, but the opposing player's or team's have COUNT META cards remaining in their Draw Deck (and Spoils Pile, depending on which option players choose below).

Option#1 is for each player to discard their own COUNT META cards into their own Count Meta Spoils Pile. *This is the recommended option for the Tabletopia version.*

Option#2 is for the winning player or the winning teammate on the winning team collect all opposing players' Count Meta cards from each losing player and place them in the winning player's Count Meta Spoils Pile.

The VICTORY! Cards™ pictured above are from the MWM100 version™: Purple Army™ that are in the card counter.

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RULES HACK

GOAL: BE THE FIRST PLAYER OR TEAM TO WIN THE REQUIRED NUMBER OF *VICTORY! CARDS*™

1) PLAYERS SHUFFLE THEIR OWN *COUNT META* AND *MATH CRATE*™ CARD DECKS

2) PLAYERS DRAW & PLAY THE TOP CARD FROM THEIR OWN *COUNT META* DRAW PILE ONTO THEIR OWN *COUNT META* BATTLE PILE ON THEIR GAME BOARD

3) PLAYERS DRAW & PLAY THE TOP CARD FROM THEIR OWN *MATH CRATE* DRAW PILE ONTO THEIR OWN *MATH CRATE* BATTLE PILE ON THEIR GAME BOARD

4) PLAYERS CALCULATE THE MATH OPERATION BE-TWEEN THEIR OWN *COUNT META* CARD AND *MATH CRATE* BATTLE PILES *[IF CALCULABLE AND WITHOUT A REMAINDER (DIVISION)]*

5) PLAYERS DETERMINE THE HIGHEST NUMBER FROM ALL OF THE CALCULATED RESULTS TO WIN THE HAND

6) PLAYERS CAN CHECK THE SOLUTIONS TO THEIR CALCULATIONS WITH THE *MWM ANSWER KEY*

7) LOSING PLAYERS SUBTRACT THEIR CALCULATED RESULT FROM THE HIGHEST CALCULATED RESULT

8) LOSING PLAYERS DISCARD THAT NUMBER OF COUNTING CARDS FROM THEIR DRAW PILE

9) WINNING PLAYER PUTS THOSE DISCARDED COUNT-ING CARDS INTO THEIR OWN SPOILS PILE *(DEPENDING ON WHICH COUNT100 DISCARD OPTION PLAYERS CHOOSE AT THE BEGINNING OF THE GAME)*

10) FIRST PLAYER OR TEAM TO COLLECT ALL OPPO-NENTS' COUNTING CARDS WINS THE *ROUND* AND RECEIVES A VICTORY! CARD

11) RESET, SHUFFLE, REPEAT GAME PLAY

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MATH WARS META™

COMPLETE RULES

GOAL

Be the first player or team to win the required number of *VICTORY! CARDS*™

GAME SETUP

Each player has a player zone and game components within their player zone. The player zone consists of: a COUNT META card deck, a MATH CRATE card deck, a VICTORY! card counter, a Game Board, and a Score Card.

Each player zone has seven areas of game play, which are the: COUNT META DRAW DECK, the COUNT META BATTLE PILE, the COUNT META SPOILS PILE, the MATH CRATES DRAW DECK, the MATH CRATES BATTLE & DISCARD PILE, the VICTORY! CARDS COUNTER, and the SCORE CARD.

Players shuffle their own COUNT META and MATH CRATE card decks on their respective Draw Piles on their game board to start the game. Players either right click on the card decks and choose the shuffle icon or tap the shuffle icon if accessing the game via an internet browser or mobile device, respectively.

THE DEAL

Players start the game with their own COUNT META deck placed face down on the COUNT META Draw Deck section of their game board and their MATH CRATE deck face down on the MATH CRATE Draw Deck section of their game board.

GAME PLAY

Players turn up the top card of the COUNT META Draw Deck at the same time and place it on their own COUNT META Battle Pile on the board.

The first COUNT META card placed on the COUNT META Battle Pile should automatically land face up.

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However, if additional COUNT META cards have to be played during the hand on top of the COUNT META Battle Pile, those additional cards may need to be-manually be flipped face up to be played.

Cards can be flipped by right clicking on the card and choosing the flip icon if playing the game via an internet browser or tapping the flip icon on the screen if playing the game via a mobile device.

Players enter their COUNT META number on their Score Card by scrolling through the "COUNT META#" tiles.

Players turn up the top card of the MATH CRATE Draw Deck at the same time and place it on their own MATH CRATE Battle Pile on the game board.

The first Math Crate card placed on the Math Crate battle pile should automatically land face up.

However, if additional MATH CRATE cards have to be played during the hand on top of the CRATE Battle Pile, those additional cards may need to bemanual-ly be flipped face up to be played.

Players enter the math operation from the MATH CRATE card on their Score Card by scrolling through the "MATH OPERATION" tiles.

Players enter their MATH CRATE number on their Score Card by scrolling through the "MATH CRATE#" tiles.

Players calculate the math operation between their own COUNT META card and MATH CRATE Battle Piles.

Players can use scratch paper or a calculator in their calculation, if necessary.

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SPECIAL CONDITIONS

If the calculation isn't solvable or doesn't result in a whole number without a remainder, then only the COUNT META card is used.

If two or more players have the same calculated result, then it's "MATH WAR!" for those players:

Each player involved in a MATH WAR plays 3 COUNT META cards *face down* and 1 COUNT META card *face up* on their own COUNT META BATTLE PILE as well as play the top MATH CRATE card on the MATH CRATE BATTLE PILE.

If the players have the same calculated result a second time, then each player plays 5 COUNT META cards *face down* and 1 card *face up* and a MATH CRATE card face up as before.

Players enter their "YOUR SOLUTION" on their Score Card by scrolling trough the "YOUR SOLUTION" tiles.

If the solution to the math problem is not calculable or does not result in a whole number, then only the COUNT META card number is recorded for "YOUR SOLUTION".

The player with the highest calculated result "YOUR SOLUTION" wins the hand.

Note: this is where the Player versus Player game mode differs from the Team versus Team game mode. See the "Team versus Team" section for more information.

Players enter the "HIGHEST SOLUTION" on their Score Card by scrolling through the "HIGHEST SOLUTION" tiles.

Players or a moderator can check the solutions to their calculations with the MWM ANSWER KEY, which is included on the MATH WARS META Tabletopia page.

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If the player is accessing the game via an internet browser, they can open an additional tab for referencing the Answer Key and keep it open throughout the game.

The MWM Answer Key corresponds to the COUNT META deck.

Each page shows a table of the MATH CRATE math operations for each COUNT META card number.

Please note: if the answer for division, which is called the quotient, is blanked out on the Answer Key, then the player only uses the COUNT META card in their calculation.

The losing players subtract their own calculated result "YOUR SOLUTION" from the highest calculated result "HIGHEST SOLUTION".

The difference between the "HIGHEST SOLUTION" and the losing players' own "YOUR SOLUTION" is the number of COUNT META cards the losing players discard that number of COUNT META cards from their own COUNT META draw pile.

The losing players or losing team's teammates record the difference number on their Score Card by cycling through the tiles.

Depending on which COUNT META discard option players chose at the beginning of the game, either the losing players place those discarded COUNT META cards onto their own COUNT META Spoils Pile or places them onto the the winning player's COUNT META Spoils Pile face down on the game board.

The players who lost the hand or round discard the number of COUNT META cards from their COUNT META Draw Pile by manually moving each card or using the mouse wheel to indicate the number of cards to discard.

After the discarded COUNT META cards are selected from the COUNT META Draw Pile, they are either

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dragged and dropped onto the player's own COUNT META Spoils Pile or the winning player's COUNT META Spoils Pile, depending on which option players chose at the beginning of the game.

The losing players also discard the COUNT META cards on the Battle Pile.

The losing players discard their COUNT META Battle Pile cards onto their own COUNT META Spoils Pile or places them onto the the winning player's COUNT META Spoils Pile face down on the game board.

The winning player discards their own COUNT META Battle Pile cards onto their own COUNT META Spoils Pile.

The MATH CRATE Battle Pile doubles as a Discard Pile. All players discard their own MATH CRATE cards by turning them face down on the Battle Pile after each hand.

If players chose the COUNT META discard Option#1, then the discarded COUNT META cards they placed in their own COUNT META Spoils Pile are "dead" for the rest of the hand.

Given the manual game play mechanics of Tabletopia's sandbox platform, this is the recommended option.

When a losing player or a losing team's teammate runs out of Count Meta cards in their COUNT META Draw Pile to discard, then they are out of the hand or round.

If players chose the COUNT META discard Option#2, then the COUNT META cards in the Spoils Pile may be reshuffled and put back into action in the COUNT META Draw Pile when the COUNT META Draw Pile runs out of cards.

If the players chose the option of putting the discarded COUNT META cards into the winning player's COUNT META Spoils Pile, then those cards are playable once the player runs out of COUNT META cards in their COUNT META Draw Pile.

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Players simply shuffle those discarded COUNT META cards from their own COUNT META Spoils Pile and put the deck onto the COUNT META Draw Pile for use in the next hand, should the round or game not already have been won during that hand.

When a player is knocked out of the hand for both player versus player and team versus game modes, they cycle all of their Score Card tiles back to their "blank" starting position to enable better game play and game flow for the remaining players by being able to keep track of remaining players in the game.

Depending on which Count Meta discard option was chosen at the beginning of the game, if a losing player or a losing team's teammate runs out of COUNT META cards in their COUNT META Draw Pile and runs out of COUNT META cards in their COUNT META Spoils Pile to also discard, then they are knocked out of the hand.

At the end of the hand, all players discard their MATH CRATE card by flipping it over on the dual MATH CRATE Battle Pile and Spoils Pile.

When all but one player in Player versus Player mode or a team's teammate in Team versus Team mode runs out of COUNT META cards for either of the COUNT META discard options, the remaining player or the remaining team's teammate wins the Round.

They receive a VICTORY! card for themselves or their team.

The winning player or a fellow teammate on the winning team increases their VICTORY! card counter by one.

Before proceeding to the next Round of game play, players or a moderator enter the current number of VICTORY! cards that players or teams have won up to that point in the game into the chat room.

After a player or team wins a VICTORY! card, the game is reset.

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If a losing player accidentally "splashes" the table with the discarded COUNT META cards, the hand or round is immediately considered over in order to save time and effort.

Rather than attempting to pick up the discarded cards that were splashed, the hand or round is reset.

To help discourage and reduce intentional or excessive "splashing", players or teams may vote in the chat room to award a VICTORY! card to the player or team that won the hand.

The game is reset and the hand's winning player or team increases their VICTORY! card counter by one. If increasing the VICTORY! card counter by one gives the player or team four VICTORY! cards for the MWM25 or five VICTORY! cards for the MWM100 edition, then the player or team wins the game.

HOW TO RESET THE GAME
Players who are accessing the game via an internet browser, right click on the Tabletopia icon in the top left corner of the screen, and they choose Restart from the drop-down menu.

Players who are accessing the game via mobile, tap on the Tabletopia icon in the top left corner of the screen, and they choose Reset from the drop-down menu.

All players shuffle their COUNT META and MATH CRATE Draw Decks at the start of the new round.

Since the VICTORY! card counter was also reset, the player or team VICTORY! card counters are set to the number of VICTORY! cards they had won thus far at the end of the previous round.

If a "penalty" VICTORY! card is awarded to a player or team, then the counter is increased by one. The player or team automatically wins the game if the awarded VICTORY! card is their fourth for MWM25 or fifth for MWM100.

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Game play continues and repeats until a player or team wins four VICTORY! cards for MWM25 or five VICTORY! cards for MWM100.

MATH OPERATIONS:

PLAYERS CAN CHECK THE SOLUTIONS TO THEIR MATH CALCULATIONS WITH THE *MWM ANSWER KEY*

Addition: normal operation

Subtraction: when the resulting calculation (called the *difference*) is a negative number, the losing player of the hand loses that additional number of COUNT META cards below zero to the existing number of cards from the Draw Deck.

Example#1. COUNT META card on BATTLE PILE is 21; MATH CRATES card is –5 for a total of 16.

Opposing player's COUNT META BATTLE PILE card number is 15; MATH CRATES card is +6 for a total of 21.

Losing player would lose existing BATTLE PILE card plus an additional 5 cards (21-16=5), for a total number of 6 COUNT META cards from their COUNT META Draw Deck.

Example#2. COUNT META card on BATTLE PILE; MATH CRATES card is –9 for a total of –3.

Opposing player's COUNT META BATTLE PILE card number is 5; MATH CRATES card is +7 for a total of 12.

Losing player would lose existing COUNT META BATTLE PILE card, plus 12 cards from their COUNT META Draw Deck, and an additional 3 COUNT META cards from their COUNT META Draw Deck (12-[-3]=15 because it would take 12 cards to get to 0 and another 3 cards for the negative 3 below 0), for a total number of 16 cards from their Draw Deck.

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Multiplication: if the resulting calculation is an obviously high number and the opposing player or team doesn't have that many COUNT META Draw Deck cards, then the hand's winning player or team is given a VICTORY! card for winning the round.

Depending on how many cards are in the losing player's or team's COUNT META Draw Deck, they can begin the next round of play with their existing COUNT META Draw Deck or all cards in each player's SPOILS PILE are returned to players and are reshuffled with their respective COUNT META Draw Deck.

Division: Since MATH CRATES Volume1 only includes whole numbers, if the resulting calculation of division is a remainder, then the MATH CRATES card is ignored for that player; the COUNT META BATTLE PILE card is used by itself for determining the winner of the hand or round.

MATH CRATES doesn't include a (÷0) card since any number (except 0) divided by 0 results in "undefined".

Scan the QR Code to play the MWM tutorial video.

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TEAM PLAY OPTIONAL RULES

1) A "Math War" occurs to settle the unlikely event of two or more winning teammates having the same calculated result.

The fellow teammates that lost the "Math War" discardS their COUNT META cards from BATTLE PILE onto their own SPOILS PILE.

The winner of the "Math War" collects all opposing team's COUNT META cards from the BATTLE PILE and puts them in their own SPOILS PILE.

2) LAST MAN STANDING RULE.
If Players chose the COUNT META Discard Option#2, then Players cannot pick up and shuffle their own SPOILS PILE until the last teammate's COUNT META Draw Deck runs out.

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GAME MODES

All Game Modes can be played with the *MWM25* or *MWM100* edition.

SOLO GAME MODE

Goal: Win the required number of *VICTORY! CARDS*™ (See GOAL section for details)

Player challenges themselves by using MATH WARS META to sharpen their math skills.

Setup and Game Play follow COMPLETE RULES.

Player completes math calculations each hand between their COUNT META and MATH CRATE cards.

If a hand isn't calculable or has a remainder, the current COUNT META and MATH CRATE cards on the BATTLE PILE is discarded and player draws from both decks again.

Player discards the number of COUNT META cards from the Draw Deck into the SPOILS PILE according to the calculated result.

Player discards the MATH CRATE card from the BATTLE PILE into their own DISCARD PILE face down.

Play continues until player runs out of COUNT META cards in their Draw Deck to complete a round.

Player receives a VICTORY! Card for every round they win.

Player shuffles both decks between rounds and resets the game board.

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PLAYER V PLAYER GAME MODE

Goal: Be the first player to win the required number of *VICTORY! CARDS*™ **(See GOAL section for details)**

2-8 Players can play against each other.

Setup and Game Play follow COMPLETE RULES and/ or OPTIONAL RULES.

TEAM V TEAM GAME MODE

Goal: Be the first team to win the required number of *VICTORY! CARDS*™ **(See GOAL section for details)**

DUOS – 2 PLAYER TEAMS – MAX 8 PLAYERS – 4 TEAMS
TRIOS – 3 PLAYER TEAMS – MAX 6 PLAYERS – 2 TEAMS
QUAD – 4 PLAYER TEAMS – MAX 8 PLAYERS – 2 TEAMS

Players choose their Army Color and divide up into teams. In the Tabletopia version, the team's teammate colors are already predetermined.

Setup and Game Play follow COMPLETE RULES and/ or OPTIONAL RULES.

In the Team versus Team game mode, each team's teammate's also record their own "YOUR SOLU-TION" onto each of their "TEAMMATE'S SOLUTION" on their teammate's Score Card.

All Teammate's Solutions are added to the player's own "YOUR SOLUTION" and recorded in the "YOUR TEAM SOLUTION" total on the Score Card.

In the Team versus Team game mode, after all teams' players record their own team's "YOUR TEAM SOLUTION", players determine the highest numbered solution from all of the Team Solutions.

The team with the HIGHEST TEAM SOLUTION wins the hand or potentially the round, should the number be high enough. All players record the HIGHEST TEAM SOLUTION on their Score Card.

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All losing Team's subtract their own "YOUR TEAM SOLUTION" from the "HIGHEST TEAM SOLUTION" to determine the number of COUNT META cards each losing team's teammates have to discard.

If Players chose the COUNT META Discard Option#2, then the winning teammate collects all opponent's COUNT META cards from opponent's own BATTLE PILE and puts them in winning teammate's own respective SPOILS PILE.

Fellow teammates on the winning team put their own COUNT META cards from their BATTLE PILE and puts them in their own respective SPOILS PILE.

All players discard their own MATH CRATE cards into their own MATH CRATE Discard Pile.