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WELCOME TO THE MATHMETAMULTIVERSETM ANJ THANK YOU FOR PI.AYING MATH W/ARS METATm

MATH WARP METATM IS A SBAI.ABIE SYSTEM OF FAMIIN-FIRIENIDIN, EIJUGATIONAI. GAMEIPIAAY

INSIPIRED IBY THE BIAASSIC W/A/P BARID GAME. THE MATH WARPS META TM GAME PROIJURT LINE IS DESIGNED FOR PI_AYERS WITH BUDGETS OF ALI. SIZES TO HAVE FUN RONQUEIRING MATH THEIR WAY IN SOL.O, ROMIPETITIVE, ANI ROOOPERATIVE GAMEPI_AY. OTHER MATH WARS METAM THEME PAOKS ARE CUUPIPENTIV IN IJEVEICOPMENT.
THE AVAII_ABIEE ARMY MEN™ THEME PACK IS
INSPIPEIT IBY THE APTIN-NAMEIJ
"GIPEATEST GENERATION" OF WORIII WAR II.

## OVEIRVIEW:

The Tabletopia version of MATH WARS META ${ }^{\text {m }}$ freatures two editions of the game, MWMfes and MWM1 Player and Team versus Team game modes.

The Game Setup and the Giane Play ane basieally the same for both versions and all game modes. Game play is basieally the same for player versus player and team versus team game modes. Howevere, the team versus team game mode has an additional step, which we'll eover momentarily.

## Pleanse note that Tabletopia is a sanclbon

 boanclgame platformn. As stolh, therre anre no automatred game freatures and the game frules ane not enforeosalsle. Playerss ean ultimately play the ganne any way they want to play it.MATH WARS META game play is simultaneous rathern than turn-loased, though each player ean play through each step in the hand at their own pace.


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The Goal of MATH W/A/SS META ${ }^{\text {TM }}$ is to be the first player or Tean to win the required number of VISTORY! Bards ${ }^{\text {TM }}$ aceorocling to the table below:

| Prooduct Name |  |
| :---: | :---: |
|  | 5 |
| MWME5 ${ }^{\text {-M }}$ | 4 |

 every time they win a iround.

A rootnd is when a player on a team has won all opposing player's on team's ROUNT META Draw Derk carcls.

Before the game begins, players ehoose one of two options for what they clo with the clisoancled IBOUNT META cands at the end of each hand.

A hand is when a player on a team has won all opposing player's or team's rodUNT META Eairds from their Draw Deck played on the BATTLE PILEE, but the opposing player's or team's have rodUNT META earods remaining in their Irraw Deelk (and Spoils Pile, depencling on which option players ehoose below).

Option\#t 1 is for eash player to diseand their own ROUNT META ©arcis into their own Rount Meta Spoils pile. This is the reerommended option for the Talaletopia verssion.

Option\#f $\mathfrak{C l}$ is for the winning player or the winning teammate on the winning team eollect all opposing players' Bount Meta eands firom each losing player and place them in the winning player's Bount Meta Spoils Pile.

The Victopy! Cards ${ }^{\text {ºw }}$ pietured above are from the MWMIIOS version ${ }^{\text {"wit: }}$ : Purple Army ${ }^{\text {™ }}$ that are in the carcl counter.

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RULES HASK
GOAL.: BE THE FIRST PIAYER OR TEAM TO WIN THE


1) PIAYERS SHUFFLAE THEIR OWN IOOUNT META ANI MATH ORRATEM IBARID IDEOKS

2] PI_AYERS DPAW \& PI_AY THE TOP BARID FPOM THEIR OWN ROIJNT META IJRAW PILEE ONTO THEIR OWN EOUUNT META BATTIE IPILE ON THEIP GAME IBOARID

E] PI_AYERS DIRAW \& PI_AY THE TOP ©API FIROM THEIR OWN MATH ©RPATE OIRAW PILEE ONTO THEIR OWN MATH ORPATE BATTLE PILEE ON THEIR GAME BOARIJ
4) PLAYERSS RALOUI_ATE THE MATH OPERPATION BETWEEN THEIR OWN RODUNT META BARID AND MATH G/RATE BATTLE PIIEES [IF CALOLULABLEE AND WITHOUT A REEMAINIJER (DIVISIONJ]
5) PI_AYERZS DETEIRMINE THE HIGHEST NUMIBER FROM ALI OF THE BALOULATEIJ RESULTS TO WIN THE HANJ
G) PLAAYERS BAN OHEOK THE SOLUTIONS TO THEIR GALOULATIONS WITH THE MW/M ANSWEER KEY

T] LOSINE PL_AYERS SUBTRABT THEIR GALOUL_ATEI RESUIT FIZOM THE HIGHEST RALOULATED PESULT

6] LOSING PI_AYEES IDISBARID THAT NUMIBER OF ROUNTING GARIJS FROM THEIR DPAW PILE
G) WINNING PI_AYEIR PUTS THOSE IJISBARIJEIT ROUNTING RAPDS INTO THEIR OWN SPOILS PILEE IDEPEENIING ON WHICH COUNTIOI DISGARJ OPTION IPLAYERS CHOOSE AT THE BEEGINNING OF THE GAMEJ
10) FIRST PI_AYER OR TEAM TO ROLIEEOT ALI OPOPONENTS' ROUNTING GARIDS WINS THE ROGUNID ANI REREIVES A VIOTORY! BARID

11] RESET, SHUFFLEE, IREPEAT GAME PIAAY

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## ROMIPIETE RUIEES

## COAL.

Be the first player on team to win the required number of VISTOIPYI BA/PIDS ${ }^{\text {im }}$

## GAME SETUP

Each player has a player zone and game eomponents within their player zone. The playen zone eonsists of: a dOUUNT META Eand cleck, a MATH RPATE eard clecle, a VICTORY! eand eounter, a tiame Board, and a Seore Bard.

Each player zone has seven arreas of game play, which aree the: gOUNT META DPAW DETOK, the rOUNT META BATTIEE PILE, the ROUNT META SPOILS PIIEE, the MATH OPRATES IDRAW IJETOK, the MATH rPRATES BATTLE \& DISIBARID PILEE, the VIOTORY! RARIJS ROUNTER, and the SRORE RARIJ.

Players shuffle their own roUnt META and MATH rRPATE eard clecks on their irespective Draw Piles on their game board to start the game. Playens either right elielz on the eand decks and ehoose the shuffle ieon or tap the shuffle ieon if aeressing the game via an internet browser on mobile cleviere, respertively.

## THE IJEAL

Players stant the game with their own ROUUNT META deelk placed face down on the gOUNT META Draw Ibeck sertion of their game boand and their MATH BRATE decik face clown on the MATH BRATE Draw Derk sertion of their game boand.

## GAME PI_AY

Players turn up the top eand of the rount META Draw Decle at the same time and place it on their own IOOUNT META Battle Pile on the boancl.

The first rodunt META card placed on the rodunt META Batite Pile should automatieally 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 Pite, those additional eards may need to bemanually be flipped face up to be played.

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

Players enter their rOUUNT META number on their Seore thard by serolling through the "rodunt META\#" ciles.

Players turn up the top eand of the MATH RPRATE Draw Decle at the same time and place it on thein own MATH IPRATE Battle Pile on the game boand.

The first Math Brate oard placed on the Math Brate batile pile should automatieally land facee up.

However, if aclditional MATH ORATE earcls have to be played during the hand on top of the fPRATE Battle pile, those additional bards may need to bemanually be flipped facee up to be played.

Players enter the math operation from the MATH gRATE eard on their Seore Rard by sorolling through the "MATH OPERPATION" tiles.

Players enter their MATH ORATE number on their Seore fard by serolling through the "MATH RRATE护" tiles.

Players ealeulate the math operation between their own fount META eand and MATH fPATE Battle Piles.

Players ean use serateln paper or a ealoulator in their ealoulation, if neeressany.

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## SIPEOIAL RONDITIONS

If the ealeulation isn't solvalble or cloesn't result in a whole number without a memainclers, then only the roUUNT META earnd is used.

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

Each player involved in a MATH WAR plays a ROOUNT META eands face clowrn and 1 ROOUNT META eaned facee up on their own ROUNT META BATTIEE PILE AS well as play the top MATH (BPATE cancl on the MATH GIRATE IBATTIEE PILE.

If the players have the same caleulated result a second time, then each player plays 5 IPOUNT META eands facee clown and 1 eard face up and a M/ATH RPATE eand face up as before.

Players enter their "YOUR SOLUTION" on their Seore Band by serolling trough the "YOUR SOLUTION" tiles.

If the solution to the math problem is not oaleulable on cloes not result in a whole number, then only the ROUNT META earal number is reeorcled for "YOUP SOLUTION".

The player with the highest ealeulated result "YOUR SOLATION" wins the hand.

Note: this is wheree the Playere versus Player game mode diffiers from the Teann versus Team game moder. See the "Team versus Team" seotion for" mones information.

Players enter the "HIGHEST SOLATION" on their Seore Rard by serolling through the "HIEHEST SOLUTION" tiles.

Players on a moderator ean eherela the solutions to their ealeulations with the MWM ANSWER KEY, which is inclucled on the MATH WARS META Tabletopia page.

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If the player is aceessing the game via an internet browser, they ean open an additional talb for nefrerencing the Answer Key and lkeep it open throughout the game.

The MWM Answer Key correspponds to the rodunt META clec:k.

Each page shows a table of the MATH RPATE math operations for each coUUNT META cancl number.

Pleases notes: if the answere for chivision, whish is ealled the quotient; is blanked out on the Answerr Key, then the player only uses the ROUNNT META carral in thezir ealoulation.

The losing players subtiract their own ealeulated result "YOUR SOLUTION" firom the highest raleulated result "HIGHEST SOLUTION".

The clifference between the "HIGHEST SOLUTION" and the losing players' own "YOUR SOLUTION" is the number of ROUNT META carchs the losing players cliseand that number of count META eancls from their own ROOUNT META clinaw pile.

The losing players or losing team's teammates record the difference number on their Seore Bard by eycling through the tiles.

Deprending on whisel ROUNT META diseand option players ehose at the beginning of the game, either the losing players plate those clisearded roUNT META eands onto their own ROUNT META Spoils Pile or places them onto the the winning playere's rodUNT META Spoils Pile face down on the game boand.

The playens who lost the hand or iround disoand the number of ROUNT META cancls firom their ROUNT META Draw Pile lby manually moving each eard or using the mouse wheel to inclieate the number of rands to clisanird.

After the clisearded roUNT META eards are selerted from the gOUNT 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 Spoits pile, clepencling on which option players chose at the beginning of the game.

The losing players also diseard the count meta eards on the Battle pile.

The losing players diseard their COUNT META Battle pile cards onto their own count meta spoils pite 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 cloubles as a Discarcl Pile. All playens discarcl their own MATH CRATE earcls by turning them face down on the Batte pile after each hand.

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

Given the manual game play mechanices of Tabletopia's sandloox platiform, this is the recommended option.

When a losing player or a losing tean's teammate puns out of Count Meta cards in their colnnt META Draw Pile to disteard, then they are out of the hand or round.

If players chose the COUNT META discard Option\#Fㄹ, then the count META carcls in the Spoils pite may be reshuffited and put back into action in the count META Draw Pile when the count META Draw Pite runs out of carcls.

If the playens chose the option of puting the disearded 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 colunt meta braw Pile.

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Players simply shuffle those disearded rodunt META eands from their own rount META Spoils Pile and put the clecle onto the roUNT META Draw pile for use in the next hand, should the round on ganne not already have been won doning that hand.

When a player is lanosked out of the hand for looth player versus player and team versus game modes, they eycte all of their Scone Band tiles back to their "blank" stanting position to enable better game play and game flow for the remaining players by being able to leepp track of iremaining players in the game.

Depencling on whish Bount Meta diseand option was ehosen at the beginning of the game, if a losing player on a losing team's teammate puns out of ROUNT META earcls in their roount META Irraw Pile and iruns out of ROUNT META Eands in their rOUNT META Spoils Pile to also diseard, then they are knosked out of the hand.

At the end of the hand, all players diseand their MATH BRATE eand by flipping it over on the clual MATH GRATE Battle Pile and Spoils Pile.

When all but one player in Player versus Player mode of a team's teammate in Team versus Team mode iruns out of rodUNT META eands for either of the rOOUNT META cliseard options, the memaining player on the memaining team's teammate wins the Pouncl.

They receive a VIBTORV! carcl for themselves on their team.

The winning player on a frellow teammate on the winning team inereases their VIBTOPY! eard eotunter lby one.

Before procereding to the next Round of game play, players or a moderator enter the eumpent number of VIOTORY! eards that players or teams have won up to that point in the game into the ehat room.

After a player or team wins a VIOTORY! eand, the game is reset.

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If a losing player acoiclentally "splashes" the table with the cliseanded BOUNT META tands, the hand on round is immediately eonsidered over in order to save time and effort.

Rather than attempting to piolk up the cliseanded eards that were splashed, the hand on round is meset.

To help diseourage and ireduce intentional or exeessive "splashing", playens on teams may vote in the chat: room to award a VIBTOPY! eand to the player or team that won the hand.

The game is reset and the hand's winning player or team inereases their VIBTORY! eard eounter by one. If incoreasing the VIOTORY! cancl counter by one gives the playen on team four Vistopy! eands for the MWMe5 or five VISTOPV! eancls fon the MWMIGO edition, then the player on team wins the game.

## HOW TO RESET THE GAME

Players who are areeessing the game via an internet browser, iright eliek on the Tabletopia ieon in the top Left conner of the sereen, and they choose Restant firom the clrop-clown ment.

Players who are acoessing the game via molbile, tap on the Tabletopia icon in the top left conner of the sereen, and they choose Reset from the drop-clown ment.

All players shuffle their ROUNT META ancl MATH RIRATE Draw Deelks at the start of the new round.

Since the VIOTORY! earcl counter was also reset, the player or team Viotorzy eand counters ane set to the ntumber of Virtory! eands they had won thus far at the end of the previous round.

If a "penalty" VIOTORY! sand is awarded to a player on team, then the eounter is inereased by one. The player on team automatioally wins the game if the awaroled VICTORY! eand is thein founth for MWMP5 on fifth for MWMI CJO.

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Game play eontinues and repeats until a player or tean wins four VIOTORY! eancls for MWMres on five VIOTORY! eands for MWMITJJ.

## MATH OPERATIONS:

PIAAYELRS GAN GHECR THE SOLUTIONS TO THEIP MATH BALOULATIONS WITH THE MW/M ANSW/ER KEY

Acldition: normal operation
Sulbtraction: when the resulting eateulation fealled the alifferences) is a negative number, the losing player of the hand loses that additional number of ROUNT META cards below zero to the existing number of cards from the Draw Deck.

Example\#fl. gOUNT META carcl on BATtIE PILE is R1; MATH BRATES carcl is -5 for a total of 16 .

Opposing player's ROUNT META BATTLE PILE carcl number is 15; MATH CRRATES carcl is +G for a total of 21.

Losing player would lose existing BATTLE PILE card plus an additional 5 carcls ( $21-16=5$ ), for a total number of $\operatorname{G}$ ROUNT META eards from their BOUNT META Draw Deck.

Example \#fㄹ. ROUNT META Card on BATTLEE PILE; MATH RPRATES card is $\mathbf{- 9}$ for a total of $\mathbf{- 3}$.

Opposing player's ROUNT META BATTLE PILE CEard number is 5; MATH CRPATES earcl is +7 for a total of 12.

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

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Multiplieation: if the resulting caleulation is an obviousty high number and the opposing player or team doesn't have that many ROUNT META Draw Deek cards, then the hand's winning player or team is given a VISTORY! earal for winning the round.

Depencling on how many eards aree in the losing player's or team's BOUNT META Draw Deck, they can begin the next round of play with their existing ROUNT META Draw Deck or all eards in each player's spoils PILE are returned to players and are reshuffted with their respective COUNT META Draw Deck.

Division: since MATH CRATES Volumel only inctucles whote numbers, if the resulting calculation of division is a remaincler, then the MATH CRATES carcl is ignored for that player; the ROUNT META BATTLE PILE carcl is used loy itself for determining the winner of the hand or round.

MATH PRATES doesn't include a $\{\div 0\}$ eard 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 PI_AY OPTIONAL IPUI_ES

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

The frellow teammates that lost the "Math Ware" clisearcls their rOUNT META Earcls from BATTLE PILEE onto their own SPOILS PILEE.

The winner of the "Math War" eollects all opposing team's rOUUNT META Eaircls from the BATTLE PILEE and puts them in their own SPOILS PILEE.

2] LAST MAN STANIJING RULE.
If Players ehose the ROUNT META Diseand Option\#f fe, then Players eannot pielk up ant shoffle their own SPOILS PILEE until the last teammate's rOUUNT META Draw Derik runs out.

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## MATH W/ARSS META ${ }^{\text {w" }}$ <br> GAME MODES

All Game Modes ean be played with the MW/Mǐ5 on MW/MITJIS eclition.

## SOLOC GAME MOIJE

Goal: Win the mequired number of VI/STCDPYI SA/PIDS ${ }^{-\mathrm{TM}}$ [See coll section fon cletails]

Player ehallenges themselves lby using MATH WARS META to shanpen their math skills.

Setup and Game Play follow romplaete rulaes.
Playen completes math ealeulations each hand between their IPOUNT META and MATH SPRATE eancls.

If a hand isn't ealeulable or has a remaincler, the eumrent ROUNT META and MATH TPATE earcls on the BATTLEE PILEE is cliscarcled and player draws firom both cleoks again.

Player clisearals the number of ROUNT META earcls finom the Draw Deck into the Spoins PILEE aeroreding to the ealoulated inesult.

Player diseards the MATH (BRATE eand from the BATTLE PILEE into their own DISBARIS PILEE face clown.

Play eontinues until playen runs out of 1 POUNT META earcls in their Draw Ibeck to eomplete a pound.

Player receives a VISTOPY! Sand for every round they win.

Player shuffles both decks between irouncls and iresets the game board.

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## PI_AYER V PI_AYER GAME MODE

Goal: Be the first playen to win the required number


2- $\boldsymbol{〔}$ Players ean play against each other.

Setup and Game Play follow ROMIPLETE RUIEES and/ OI OPTIONAL PUUES.

## TEAM V TEAM GAME MOIJE

Goal: Be the first team to win the required number
 DUOS - 2 Pl.AYER TEAMS - MAX 8 PlaAYERS - 4 TEAMS TRIOS - $\mathcal{Z}$ Pl_AYER TEAMS - MAX 6 Pl_AYERS - 2 TEAMS QUAD - 4 PlaAYER TEAMS - MAX 9 PL_AYERS - 2 TEAMS

Players ehoose their Army Rolon and divide up into teams. In the Tabletopia version, the team's teammate eolors ane already predetermined.

Setup and Game Play follow ROMIPIETE RUIEES and/ OI OPTIONAL RUIES.

In the Team vensus Team game mode, each team's teammate's also record their own "Youp soluTION" onto each of their "TEAMMATE'S SOLUTION" on their teammate's Seome ßamil.

All Teammate's Solutions ane added to the playere's own "YOUR SOLUTION" and ireconcled in the "YOUR TEAM SOLUTION" total on the Seore Raird.

In the Team versus Team game mode, after alt teams' players recorcl their own team's "Your TEAM SOLUTION", players cletermine the highest numbered solution firom all of the Team Solutions.

The team with the HIGHEST TEAM SOLUTION wins the hand on potentially the round, should the number be high enough. All players recorcl the HIGHEST TEAM SOLUTION on their Seore fand.

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All losing Team's subtiratet their own "YOUR TEAM SOLUTION" finom the "HIGHEST TEAM SOLUTION" to detemmine the number of count META eands each losing team's teammates have to diseand.

If Playens chose the ROUNT META Diseard Option\#f, then the winning teammate colleets all opponent's ROUNT META Eairds from opponent's own BATTLE Pile and puts them in winning teammate's own resperetive SpOILS PIIEE.

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

All players diseand their own MATH BRATE eands into their own MATH IPRATE Diseand Pile.

