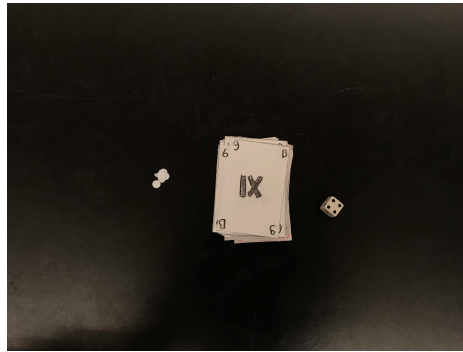
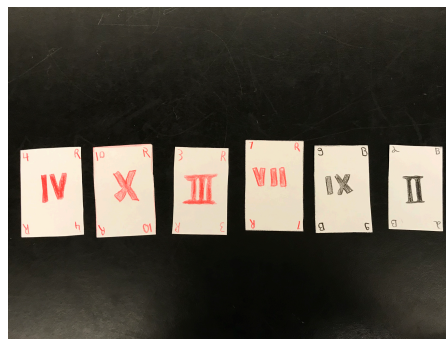


Math Card Game Rules

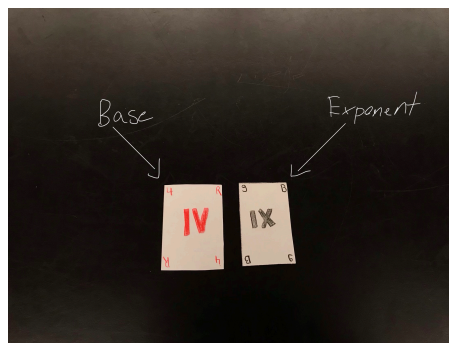
Along with the cards, you will need 1 Dice And Paper Bits.



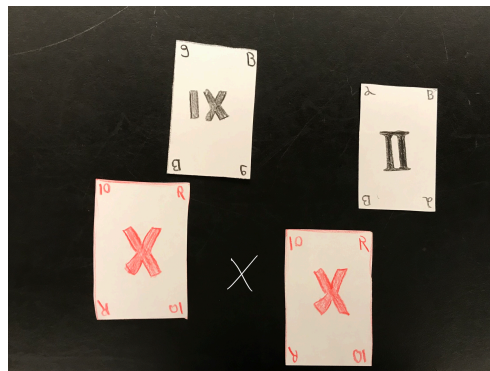
1. 2-4 players. 10 Rounds. At the start of each round deal 6 cards to each player.



2. The red cards are bases, the black cards are exponents and the number on the card is the value.



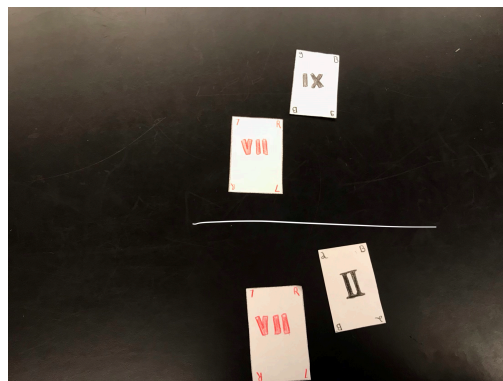
3. At the start of the round you have to make an exponent law or equation out of four of the six



cards that you have. You have to play all four cards in your hand. The person with the highest number after the exponent is evaluated gets a point. (Points Are Paper Bits)

4. On the second round, hand out new cards and put the cards you had last round in a discard pile.

5. You will now have to make the smallest exponent with the cards that you have. The person with the smallest answer gets a point.



6. Alternate from trying to get the highest number to getting the lowest number Each round.

7. If you tie a round (You both have same highest number, roll dice to see who rolls highest number).

8. You can use as many brackets, multiplication symbols and division symbols as you want.

9. Person with most points at the end wins.

