



Game Variations

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Puzzle Maker (Cooperative, Competitive) 2 to 4 player game

Players can keep track of points or play a couple of rounds for fun.

Players first decide on what operation cards (+, -, /, x) they are going to play with. Then players decide on a set number of cards to deal out each round to all players (3, 4, 5, 7, or more cards). The higher set number of cards the higher skill level required.

The object of the game is to solve a puzzle that your partner or opponent created for you. The first player to receive 500 points or more wins the game. If there is a tie, the tied players play an extra round. Players may choose to play with a time limit.

There are two steps in a round of play.

First step, (creating the puzzle) each player uses all the cards in their hand to create a number sentence, the sum becomes the target number for that players set of cards (Math Wiz Puzzle). Players record their number sentence on a piece of paper, keeping it a secret. Then each player shuffles the cards in their hand and making sure all the cards in their hand are turned in the same direction (NUMBERS AT THE TOP, OPERATIONS AT THE BOTTOM).

Second step (solving the puzzle), Players then pass off the puzzle they just created to the player to the left of them stating the target number for that puzzle. Then each player solves the puzzle that their neighbor just handed to them.

Players must solve the puzzle by creating an equation with all the cards in their hand equaling the target number that was just stated to them. The equation doesn't have to be the same number sentence that their neighbor created to equal the target number. After a round is played shuffle the cards together before starting the next round. When playing competitively, rounds are played until there is a winner.

Note: Players must make sure that the puzzle that they create is calculated right. If not, the puzzle may not be solvable. When playing competitively if a player creates a puzzle that wasn't calculated right receives no points for that round. The other player that was solving the puzzle receives the most possible points the player can receive using the cards in the puzzle.

Elimination (Competitive) 2 to 6 player game

Players first decide on what operation cards (+, -, /, x) they are going to play with.

The object of the game is to eliminate your opponents by creating an equation that equals that player's target number. The first player to receive 500 points or more wins the game. If there is a tie, the tied players play an extra round. Players may choose to play with a time limit.

Each player is dealt seven cards each. Then each player is dealt their own target number card placed in front of them so all players can see. All players play at the same time. As soon as a player creates an equation that equals an opponent's target number, that player shows their opponent their equation for proof, stopping the game play. All cards in each player's hands are immediately placed face down in front of them.

If correct, that opponent is eliminated, discarding their target number and cards. Then the player records their points for the equation that they created. The player keeps the same seven cards until they have been eliminated or they are the only player left ending the round. -Or- If incorrect, the player that created the equation is eliminated instead discarding their cards and target number. Play continues by all players picking their cards back up into their hands.

After a round is played shuffle the cards together before starting the next round. Rounds are played until there is a winner.

OPTION: if a player has duplicate numbers in their hand, they may decide to discard the duplicate numbers then drawing back up to seven cards. For Example: if a player has three 4's and two 9's they may only discard two of the 4's and one of the 9's. Game play doesn't stop during this time.

Survivor (Competitive) 2 to 6 player game

Players first decide on what operation cards (+, -, /, x) they are going to play with.

The object of Survivor is to create an equation that equals a target number card placed in the center of the table before there are none left. The first player to receive 500 points or more at the end of a round wins the game. If there is a tie, the tied players play an extra round. Players may choose to play with a time limit.

To start a round the dealer deals out seven cards to all players. Then the dealer places a target number card(s) in the center of the playing surface for one less than the number of players playing. For Example: If there are 6 players playing then the dealer would place 5 target numbers in the center of the playing surface. Once the target numbers are placed then the game starts. All players play at the same time. Once a player creates an equation that equals a target number on the center of the playing surface that player removes the target number card and places it next to their equation. That player is now safe for the remainder of the round recording their points for the equation they just created.

Players must make sure that their equation equals the target number. If not, they're eliminated from that round returning the target number card to the center.

Once all target number cards are removed from the center the round is over leaving one player receiving no points.

After a round is played shuffle the cards together before starting the next round. Rounds are played until there is a winner.

OPTION: if a player has duplicate numbers in their hand, they may decide to discard the duplicate numbers then drawing back up to seven cards. For Example: if a player has three 4's and two 9's they may only discard two of the 4's and one of the 9's. Game play doesn't stop during this time.

For a shorter game of survivor, the player that doesn't get a target number is eliminated from the game. Rounds are played until there is only one survivor.

Unite (Competitive) 2 player game

Players first decide on what operation cards (+, -, /, x) they are going to play with.

To play Unite, players will need two different color bingo chips or any substitute, 6 of each color.

The object of the game is to create equations that equal three target number cards in a row (unite) out of a total of 9 target number cards placed in a 3x3 square before their opponent. The first player to receive 500 points at the end of a round wins.

To start a round the dealer deals out seven cards to all players. Then the dealer places 9 target number cards into a 3x3 sections in the center of the playing surface. For Example: like a tic tac toe grid. Players play at the same time. Once a player creates an equation that equals a target number, their color chip is placed on top of that target number card, owning that spot. Players save their equations throughout the round for proof. After a player creates an equation, that player will draw back up to 7 cards after placing a chip. The first player to unite three target numbers in a row wins points for the equations created to equal those three target number cards. Only one player will win points per round. Players must make sure that their equation equals the target number. If not, that player loses points equal to the total points for that incorrect equation they created, removing the chip from the center. After a round is played shuffle the cards together before starting the next round. Rounds are played until there is a winner.

Positions (Tactical) 1 player game

When playing positions a player will only use the target number side (backs) of the cards.

Also, only the addition and subtraction cards (50 cards) are used while playing this variation.

To set the game up, the player will place down four target number cards into two rows of 2 card piles in front of them.

The object of the game is to place down consecutive target number cards drawn from the draw pile and placing them down choosing to cover one of the four target number cards. Each card drawn must be played before the next card can be drawn. At anytime of the game when the top four target number cards add up to 100, that player wins the game. When all of the cards are played from the draw pile and the top four cards in the 2x2 card piles still don't add up to 100 the game is over.

Ups & Downs (Strategic) 2 to 4 players

This variation is played with only addition and subtraction cards. Each player is dealt 11 cards. Then each player places a card from their hand face down in front of them. When all players have done so, players then flip over their card on the playing surface to begin their equation using the card as a number not as an operation. The player with the highest number goes first. Players take turns in a clockwise motion. A player's turn consists of either playing offense or defense. (Offense Play) A player may take their turn by playing two cards from their hand to build onto their equation, one as an addition card and the other as a number card. -or- (Defense Play) A player may take their turn by playing a subtraction card from their hand placing it on one of their opponent(s) equation forcing their opponent to immediately play a number card from their hand to complete the equation for that round, decreasing their total sum. When a defense play is made both players must discard a card from their hand so they will end up with an even number of cards in their hand before moving onto the next players turn. Players can only create one digit numbers when building their equation. The player with the highest sum after all cards are played from each player's hand wins the game.