



It's good to be a Mathematician.

It's good to be a Neandethal.

What isn't good is being both of those things at the same time.

The trouble for you is that as a Neanderthal, you don't know any words that are more than one syllable.

The trouble for your team is that they're listening to a Neanderthal explain mathematics.

Setup

Print and cut out the Maths cards (each file contains a different set of cards).

[Card set 1](#) [Card set 2](#) [Card set 3](#) [Card set 4](#)

Form two teams, Team X and Team Y.

Team X goes first and picks a player to be the first Neanderthal Mathematician.

Gameplay

If you are the Mathematician, the opposing team starts a one-minute timer while you take the first Maths card. Begin trying to get your team to say either the 1-point word/phrase (trivial) or the 3-point word/phrase (nontrivial) using **only words with one syllable**.

Everyone on your team can shout out words at the same time when trying to guess the word or phrase. When someone is correct, say "YES!" and put the card in the appropriate pile – either 1 point or 3 points.

Starting with the 1-point word/phrase: If you start with the 1-point word/phrase and get it correctly shout 'YES!' and then you can either stop there and earn 1 point or try for the 3-point word/phrase. However, if along the way you accidentally break any rules, you lose the earned point and must put the card on the discard pile.

Starting with the 3-point word/phrase: If you start with the 3-point word/phrase and your team says the 1-point word shout 'YES!' and follow the rules above as if you had started with the 1-point word/phrase.

Skipping: If you want to skip a card before earning any points, you can say 'Skip!' and put the card on the discard pile.

In all cases, draw a new Maths Card to continue playing until the timer runs out.

NOTE: You can never earn more than 3 points from a card.

Rules

- **You can** only speak using words with one syllable.
- **You can** say any word on your card **AFTER** a guesser has said that word.
- **You can't** say any word, part of any word, or any form of a word that is on the Maths Card (unless someone on your team has already said it out loud).
- **You can't** use gestures/charades.
- **You can't** use 'sounds like' or 'rhymes with'.

Ending your turn

Each Mathematician's turn continues until the timer runs out. If you've earned any points for the Maths Card in your hand, put the card in the appropriate pile. It is now the other team's turn.

Winning

When all players have had one turn as Mathematician (or both teams have had the same number of turns as Mathematician) add up the points in each team's piles. The team with the most points wins the game.