NUMRUSH GAME RULE

A more illustrated game rule can be found at www.numrushmathgame.com/how-to-play/

BACKGROUND.

Deep inside the Arithmagic Forest live the Witty mushrooms. The Witty Mushrooms have very a unique ability: to create clean energy from the living number, using the mathematical powers: Addition – Subtraction – Multiplication – Division. Every year, the Witty Mushrooms in Arithmagic Forest compete in the NumRush Race to determine who's the best Mushroom.

NumRush is a race game, where players combined number skills & luck to help their chosen witty mushrooms win the NumRush race.

GAME RULE.

The game is for 4-6 players (8+ or 6+ with guidance). Player who completes 1 full loop of the Infinity Track first will win. A match lasts 10-15 minutes on average.

A game box consists of: 60 Number cards, 6 Tokens, 2 Dice, 1 Board of Infinity Track

SETUP

- The Infinity Track is set on the table. Players put their tokens at the center of the loop.
- Each player will draw 4 random cards from the stack.
- Four more cards are set on the table. These 4 cards will be used to build the number puzzles

GAME PLAY. In each round, players' goal is to form an operation (whose result is the target point) from one card on their hand and the card(s) on the table. To advance in the Infinity Loop, you have to go through 4 steps: **R-U-S-H** [Roll – Unleash – Spell – Hop].

- Roll: Players take turn to roll one die to get the target number
- **Unleash:** You quickly shout "RUSH!" AND unleash the chosen card first to claim the turn if you find a valid operation.
- **Spell:** IMMEDIATELY after putting down the card, you have to explain the operation, e.g. how you made the target number from Add Subtract Multiply and Divide. You have to use all the numbers in the line in any order, but use each one only once.
- Hop: Use the points to hop forward on the Infinity Track. 1 point = 1 tile.
- Re-draw another card and players start over from the Roll step.

Points.

- Winning points = the number of cards in the newly-formed operation, starred cards are worth two points
- Losing points: whoever Say RUSH yet failed to form the operation loose a point and hop 1 tile backward.