

MATH MARKET

RULEBOOK

Video rules
of the game



8+

Age

15

minutes

2-6

players

COMPONENTS

- 40 Coin cards (small)



- 20 Fantastic Creature cards (large)



- Rulebook

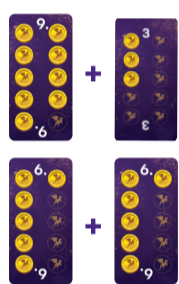
ABOUT THE GAME

You are buying fantastic creatures in an enchanted store.

Buying a creature means collecting **2 Coin cards** (not 3, exactly 2) whose sum equals the creature's price.

* For example, you can buy a unicorn (12) with the following combinations of cards: **9 + 3; 8 + 4; 7 + 5; 6 + 6.**

1



On each Fantastic Creature, there is a hint to help you exclude any Coin cards that are not suitable for buying it.

For example, a 12 cannot be bought with 2 single-digit Coin cards, if one of them is valued less than 3.

We recommend that you gradually get familiar with the game, moving from the beginner version to the advanced one.

BEGINNER VERSION (UP TO 4 PLAYERS)

Aim of the game

Be the first player to get rid of all their cards.

Setup

- Place 3 Fantastic Creature cards on the table, face up.
- Deal 8 Coin cards to each player.

2

- The remaining Coin and Fantastic Creature cards will form two separate draw piles.

How to play

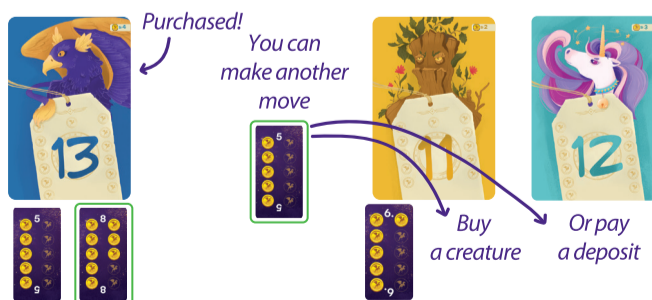
Players take turns clockwise. During your turn, perform one of these 3 actions: **pay a deposit, buy a creature, or skip your turn.**

- To **pay a deposit**, choose a fantastic creature and **play a Coin card** on it. Your turn ends.
- To **buy a creature** that already has a deposit (probably paid by another player on their turn), **play a Coin card of the remaining value**. Then **keep the Fantastic Creature card** and discard all used Coin cards.

By making a purchase, you get the chance to play an extra Coin card. Use it to pay a deposit or buy a new creature.

After that, your turn ends.

3



- If you decide to **skip your turn** without playing any card, **draw a card from the Coin pile**

Restore the number of face-up creatures to 3. Then the turn passes to the next player.

END OF THE GAME

The game ends when one of the players manages to get rid of all the cards in their hand. That player is the winner.

4

Important! If you face the situation in which nobody can make a move, and there are no cards left in the Coin pile, the game is over. In that case, the player with the least number of cards in their hand wins the game.

STANDARD VERSION

Aim of the game

Buy the most fantastic creatures.

Setup

- Place 4 Fantastic Creature cards on the table, face up.
- Deal 3 Coin cards to each player.
- Place 1 Coin card face up, as a deposit.
- The remaining Coin and Fantastic Creature cards will form two separate draw piles.

How to play

All players play simultaneously. Be the fastest player to buy a creature. To do so, add enough value to the face-up Coin card to reach the creature's price.



To buy a creature, **play one Coin card from your hand** and **declare the creature's price** out loud. The fastest player gets to keep the Fantastic Creature. Discard all the cards that served as addends (Coin cards). Restore the number of Fantastic Creature cards to 4 and draw 1 Coin card to have 3 cards in your hand again. Then, place a new Coin card on the table and start your hunt again.

Special cards (standard version only): These cards are marked with a snail or a cheetah in their lower-left corner. When you reveal them, their effect activates at once and lasts until the end of that turn.



- The Help card (Snail) means that all players must remain silent (and cannot act) until the player with the least number of Fantastic Creature cards buys a creature or says they are unable to do so.



- The Obstacle card (Cheetah) means that the player with the largest number of Fantastic Creature cards must remain silent (and cannot act) until one of the other players buys a creature.

End of the game

The game ends when you cannot restore the number of Fantastic Creature cards on the table to 4. The player who

bought the most creatures wins the game.

Important! If 2 or more players play their cards and declare the correct price simultaneously, they all receive a creature from those face-up on the table.

If nobody can make a move, the game ends. The player that bought the most creatures wins the game.

ADVANCED VERSION

Aim of the game

Buy the most fantastic creatures.

Setup

- Place 3 Fantastic Creature cards on the table, face up. The remaining Fantastic Creature cards will form a separate draw pile.

How to play

Place all the Coin cards on the table in a row (make sure that they are visible to all players and that no hands are covering them). All players play simultaneously. As soon as you notice a creature that you can buy with the Coin cards in play, **declare its price** and use both hands to **point at** the Coin cards that

you need to buy it. If you are right, keep the Fantastic Creature card and discard the used Coin cards. Then refill the Fantastic Creature row to 3 cards.



Important! If you do your math wrong or point at the wrong cards, remain silent (and don't act) until another player buys a creature.

Important! If more players see the Coin cards they need simultaneously, only the player that declared the correct price first is allowed to point at the cards. Then reveal a new Fantastic Creature from the pile and keep playing.

End of the game

The game ends when you cannot restore the number of Fantastic Creature cards on the table to 3. The player who bought the most creatures wins the game.

“- I always thought that children were fabulous monsters!
- I always thought that unicorns were fabulous monsters too.
- Well, if you'll believe in me, I'll believe in you.”

L. Carroll

Have fun playing and join us on our social networks.



info@simplerules.eu



simplerules.eu