

Quick Pix™

NOT JUST A MULTIPLICATION GAME



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OVERVIEW: You can get started quickly by reading this overview and referring to the rest of the rules as needed. First, deal out five answer cards (these cards have two answers per card), face-up to each player. To play, turn over the top card on the problem deck. The first person to cover the problem card with a correct answer card from their set of five face-up cards, wins the pair of cards. The player draws another card from the answer deck, to place face-up in front of the player, then turns over the next card from the problem deck. The first player to cover this problem card with a correct answer card wins the pair of cards. Play continues in this way until one player has won five problem cards.

NUMBER OF PLAYERS: Two to six, ages 7 and up

EQUIPMENT: One deck of 74 multiplication problem cards and one deck of 36 answer cards, for a total of 110 cards.

OBJECT: To be the first player to win five matched sets.

SET-UP: One player is chosen to be the dealer. The dealer shuffles the larger problem card deck and places it face down in the center of the play area. The dealer shuffles the answer deck and deals five cards, one at a time and face down, to each player. The remaining answer deck should be placed face down in the play area. Each player may place their cards face up in an area in front of him or her, or may hold some or all of the five cards in hand.

PLAY: When all players are ready, the player to the dealer's left starts by quickly turning up the top problem card and placing it face up to the right of the problem deck, so that all players can see it. NOTE: The player turning up the card should not have first look at the card to gain an advantage.

THE PROBLEM CARD has a multiplication problem on it, which may correspond to the number on some of the answer cards. All players, at the same

time, try to be the first player to play a correct answer card on top of the problem card, to make a matched set.

THE ANSWER CARD has two answers on it, and the player can play it if either one of the answers is the correct answer to their problem. For example, if the problem card is " 7×6 " and the player has the "30 or 42" answer card, the player should immediately play it before another player plays a correct answer card on the " 7×6 " card.

The player who makes the matched set takes the set and places it next to him or her. After each matched set is made, the player who made the set first draws a new answer card to add to his or her hand, and then turns up the next problem card. All players then try to make a matched set with the new problem card, and so on. If the answer cards draw pile becomes exhausted, players can no longer draw back to five cards in hand, but continue to play with the cards they still have.

If a player plays an incorrect answer card, the player must take it back, and all players then continue to play. There is no penalty for making a mistake.

If a player does not have an answer card which matches the problem card, the player says, "No!" If all players say, "No," then the problem card is put aside. The same player who turned up that problem card turns up another problem card, and play continues.

THE WINNER: The first player to win five matched sets is the winner of the game.

To play again, separate the problem and answer cards, shuffle each deck, deal, and begin play.

VARIATIONS: We invite you to modify the game rules to suit your particular needs. If you come up with a fun variation, let us know.

Quick Pix is part of Aristoplay's complete line of educational games featuring topics that include space, history, geography, horses, dinosaurs, math, science, literature and the arts. All are based on the company's philosophy that children are more likely to open their minds to learning when it is presented in a fun, relaxed environment.

Game Developers:
Garrett J. Donner & Michael S. Steer

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