

# Math Smart

## ADDITION



Math Smart Addition can be played by one or more players from ages 5 to adult.

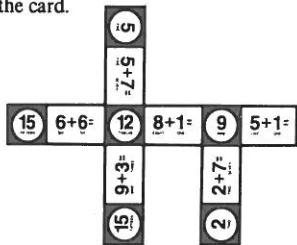
### THE CARDS

Math Smart Addition consists of 100 red cards. Each card is divided into two parts. The right side of the card contains a mathematical equation; the left side of the card contains the answer to a mathematical equation and is enclosed in a circle.



## OBJECT OF THE GAME

The object of the game is to connect the equation to its correct answer or the correct answer to its corresponding equation. A maximum of three cards can be connected into the answer side (the number in the circle) but only one card can be connected into the equation side of the card.



## TO START

Remove cards from carton and mix thoroughly. For best results, lay cards **face down** on the table and mix by moving them around on table. The dealer will give each player five cards. The player holding the card with the highest number in the circle starts the game. In case of a tie, the players with

the same highest number will draw one card each from the remaining deck. The player drawing the highest number in the circle starts the game. Cards used to break the tie are discarded.

## TO PLAY

The first player chooses a card from his/her hand and places it face up on the table. Clockwise or counterclockwise, each player in turn connects one card in their hand to a card on the table, matching either the answer to the equation side of the card or the equation to the answer side of the card. Once a card has been played, its position cannot be changed. Cards cannot overlap.

If the player does not have a connecting card to play, he/she must discard all or any number of cards they are holding and draw from the remaining deck the same number of cards they discarded. If the player has only one card left in his/her hand, the card must be changed. Play resumes with the next player.

If the remaining deck of cards run out, shuffle the discarded cards and use them again.

## **HOW THE GAME ENDS**

The game ends when one player runs out of cards in his/her hand.

## **SCORING**

Players will decide the number of points the winner must accumulate before the game is in progress. For example, 10 points or 50 points. The score for the player who finishes the game first is equal to the total number of cards left in his/her opponents' hands. Subsequent rounds are played until someone reaches the previously agreed upon score.

## **TO WIN**

The first player to reach the agreed upon number of points is the winner.

## **HOW TO PLAY JIGSAW PUZZLE WITH MATH SMART**

Play the cards by connecting the equation to its correct answer or the correct answer to its corresponding equation. No card should be left unconnected. The jigsaw puzzle is completed when all the cards are connected.

### **ALSO AVAILABLE:**

MATH SMART SUBTRACTION, MATH SMART MULTIPLICATION and MATH SMART DIVISION.

## **A WORD ABOUT ... "SELECT SKILLS"**

Though each mathematical operation represents a mathematical skills level, further segregation of the decks into supplementary skill levels is possible. This unique concept is called "Select Skills." It allows players the opportunity to improve their math skills in one mathematical operation on an individual basis.

For example, if the players want to improve their math skills

on the addition of “1” to any number up to the addition of “7” to any number, choose cards from the addition deck that have the number “1+\_\_\_”, “2+\_\_\_”, “3+\_\_\_”, “4+\_\_\_”, “5+\_\_\_”, “6+\_\_\_” and “7+\_\_\_” on the part of the equation and play the game.

For solo play, the player can improve his/her math skills using the same process. For example, if the player wants to improve his/her math skills on the addition of “2” to any number, choose cards from the addition deck that have the number “2+\_\_\_” on the part of the equation. There are 10 cards that have “2+\_\_\_”. Play the cards by connecting the equation to its correct answer or the correct answer to its corresponding equation.

To increase the challenge of the game, players can increase the number of cards in play from five to six or seven cards, depending on the skills of the players.

For more advanced players, combine Math Smart Addition with Math Smart Subtraction, or Math Smart Multiplication, or Math Smart Division, or all Math Smart decks in one game.

## TABLE OF ADDITION

$0 + 0 = 0$	$1 + 0 = 1$	$2 + 0 = 2$	$3 + 0 = 3$	$4 + 0 = 4$
$0 + 1 = 1$	$1 + 1 = 2$	$2 + 1 = 3$	$3 + 1 = 4$	$4 + 1 = 5$
$0 + 2 = 2$	$1 + 2 = 3$	$2 + 2 = 4$	$3 + 2 = 5$	$4 + 2 = 6$
$0 + 3 = 3$	$1 + 3 = 4$	$2 + 3 = 5$	$3 + 3 = 6$	$4 + 3 = 7$
$0 + 4 = 4$	$1 + 4 = 5$	$2 + 4 = 6$	$3 + 4 = 7$	$4 + 4 = 8$
$0 + 5 = 5$	$1 + 5 = 6$	$2 + 5 = 7$	$3 + 5 = 8$	$4 + 5 = 9$
$0 + 6 = 6$	$1 + 6 = 7$	$2 + 6 = 8$	$3 + 6 = 9$	$4 + 6 = 10$
$0 + 7 = 7$	$1 + 7 = 8$	$2 + 7 = 9$	$3 + 7 = 10$	$4 + 7 = 11$
$0 + 8 = 8$	$1 + 8 = 9$	$2 + 8 = 10$	$3 + 8 = 11$	$4 + 8 = 12$
$0 + 9 = 9$	$1 + 9 = 10$	$2 + 9 = 11$	$3 + 9 = 12$	$4 + 9 = 13$
$5 + 0 = 5$	$6 + 0 = 6$	$7 + 0 = 7$	$8 + 0 = 8$	$9 + 0 = 9$
$5 + 1 = 6$	$6 + 1 = 7$	$7 + 1 = 8$	$8 + 1 = 9$	$9 + 1 = 10$
$5 + 2 = 7$	$6 + 2 = 8$	$7 + 2 = 9$	$8 + 2 = 10$	$9 + 2 = 11$
$5 + 3 = 8$	$6 + 3 = 9$	$7 + 3 = 10$	$8 + 3 = 11$	$9 + 3 = 12$
$5 + 4 = 9$	$6 + 4 = 10$	$7 + 4 = 11$	$8 + 4 = 12$	$9 + 4 = 13$
$5 + 5 = 10$	$6 + 5 = 11$	$7 + 5 = 12$	$8 + 5 = 13$	$9 + 5 = 14$
$5 + 6 = 11$	$6 + 6 = 12$	$7 + 6 = 13$	$8 + 6 = 14$	$9 + 6 = 15$
$5 + 7 = 12$	$6 + 7 = 13$	$7 + 7 = 14$	$8 + 7 = 15$	$9 + 7 = 16$
$5 + 8 = 13$	$6 + 8 = 14$	$7 + 8 = 15$	$8 + 8 = 16$	$9 + 8 = 17$
$5 + 9 = 14$	$6 + 9 = 15$	$7 + 9 = 16$	$8 + 9 = 17$	$9 + 9 = 18$

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