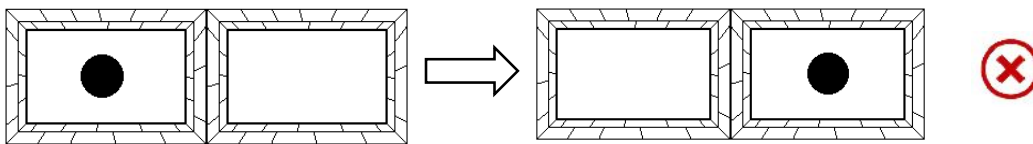
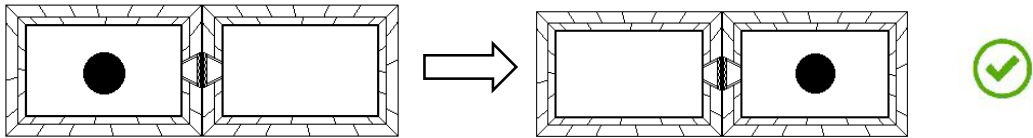


## RULES


To start place a wizard (token) on both A1 rooms.

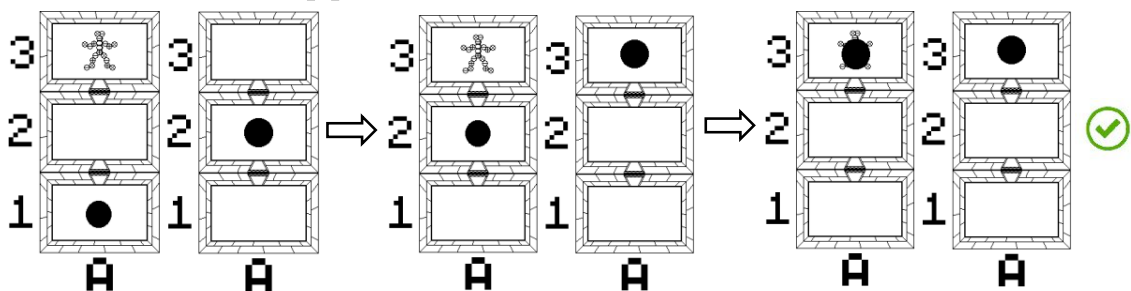
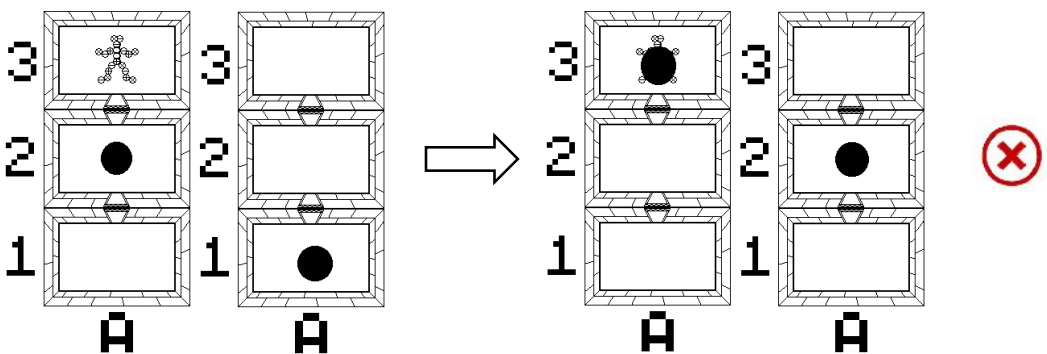
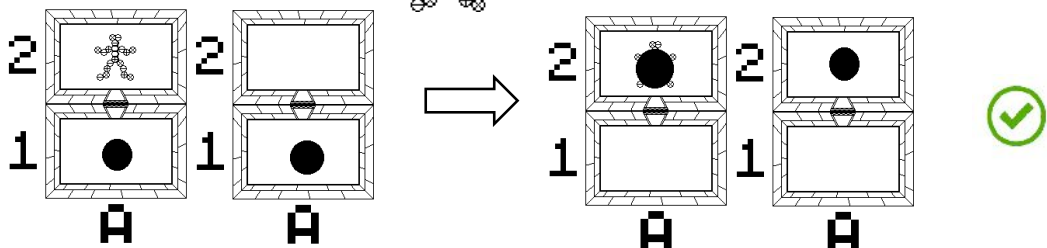
### Movement Mechanics:


The wizards can move from room to room if there is a door in between.




The moves of the wizards are connected, if one wizard moves (right, left, up, down) the other does so if able.


To engage into combat with  both wizards have to be on the same grid location.




To engage into combat with  the wizards have to be on a different grid location.


After engaging in combat, go to the combat page with the monster number.  
Monsters block the way, approach them with their rule set; after defeat scratch and move freely through that room. At level 3 engage with the eyes of Mathmorph like this monster.

To open the locked doors in each H3 room you have to position the wizards on their respective levers (  ) at the same time.

Right after moving to a room with a portal (  ) move your wizard token to the room with a portal in the direction the initial portal points at, the two connected portals can be used any number of times to move from one to another, you don't interact with rooms that are in between the portals.

You can collect extra coins (  ) that give +100 points, if you enter a room with one check it on the combat page.

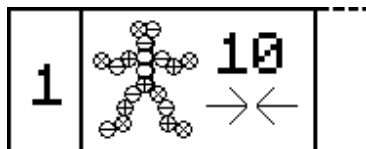
#### Combat Mechanics:

For  the arrows indicate the sort order of five dice, done twice you have 10 numbers to work with. The arrow pointing -> means lower to higher and <- higher to lower.  
After writing the numbers, place the operators +, -, x to achieve or get close to the number that is above the arrows.

Example:

Rolling five dice gets you 5 3 6 1 3

And the second time 6 5 2 4 2



Sorting each throw according to the arrows:


1 3 3 5 6 6 5 4 2 2


Analyze which operators give you a result of 10:

$1 \times 3 + 3 + 5 + 6 - 6 - 5 + 4 + 2 - 2 = 10$

You can use parenthesis to control the operation order.



The monster is defeated if you get the number or the number with  $\pm 1$  error range.

Not defeating the monster makes you take 1 damage in your  bar, and trying another roll to defeat it.

For  you roll 5 dice and try to cast the most powerful spell using the operator runes.

After rolling 5 dice, place them between the operators, the amount of dice you use to do an operation gives the amount of damage dealt:

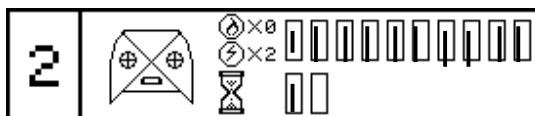
- 5 dice -> 5 damage
- 4 dice -> 2 damage
- 3 dice -> 1 damage

There are fire and spark spells (the type of spell is determined at the end of the operation, on the equals zone), some monsters take double elemental spell damage x2 or don't take damage from an element x0

The operations on the runes are in one direction, from start to finish (can't use parenthesis to control the order).

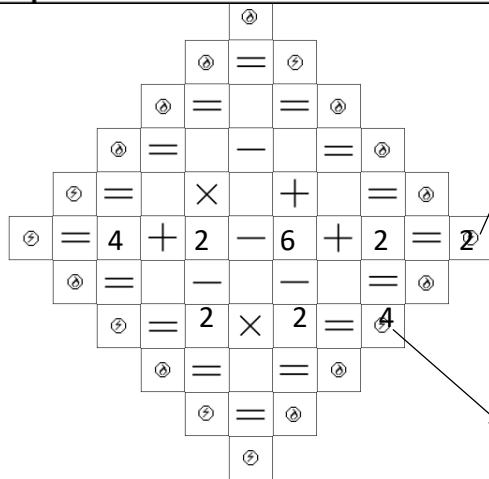
Fill one bar of the sand clock each time you roll the 5 dice, if you run out of rolls, start taking 1 damage for each new roll until defeating the monster.

Example: Rolling 5 dice gets you 2 4 2 2 6



Don't forget to fill the sand clock bar for the roll

Fire spells won't kill him so you look for the spark options




After searching you get a 5-damage spark spell  
The icon at the end determines the element

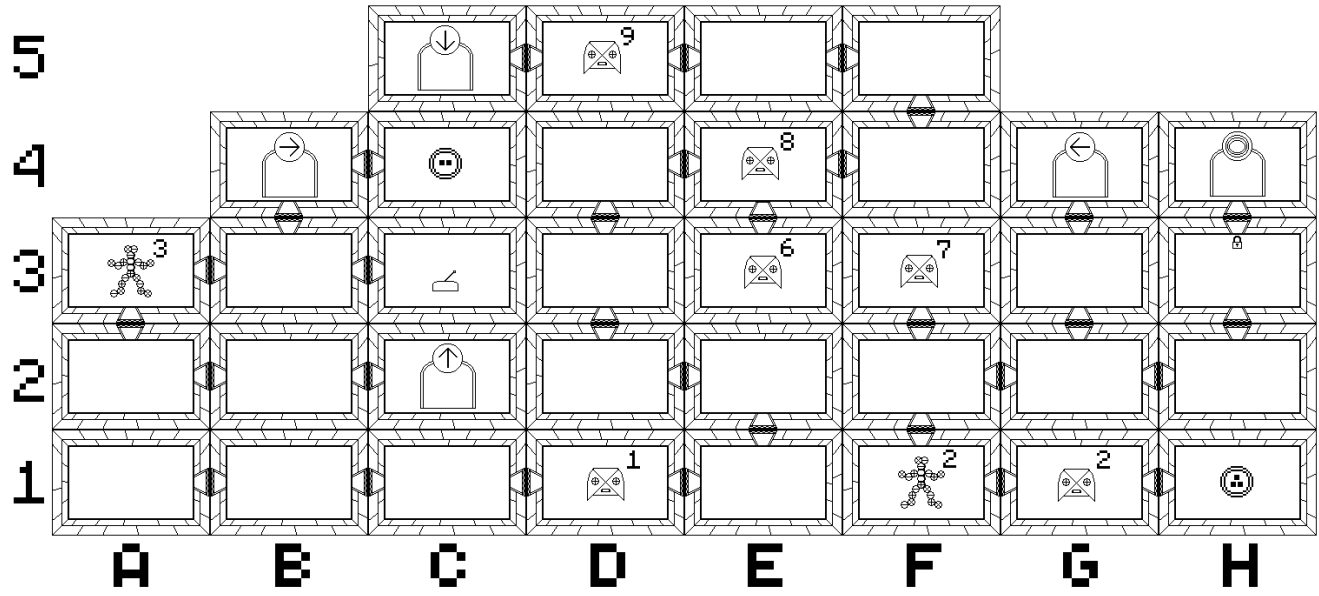
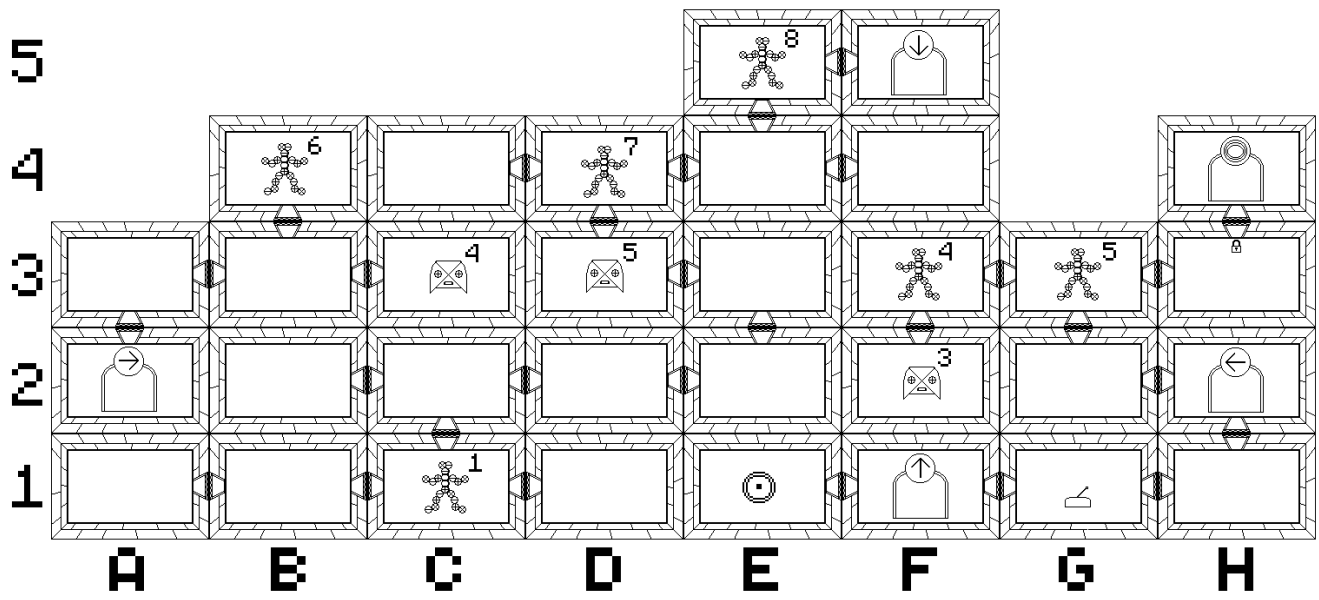
Because this monster takes double damage from spark you do 10 damage and kill him

If you could only get to use 3 dice for the spell you would do 1 damage -> 2 for the weakness













Each defeated monster gives +50 points.










At level 3 feel free to draw Mathmorph's body and maybe post it at BGG.









Finally, if your  counter is fully filled its game over.































































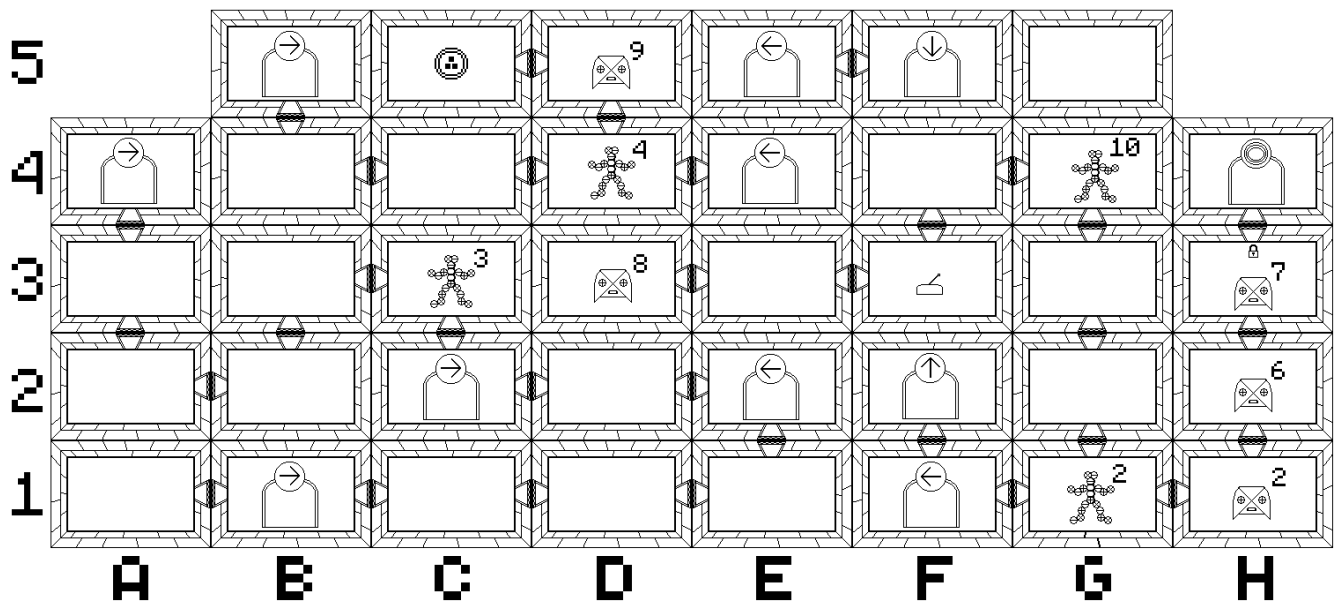
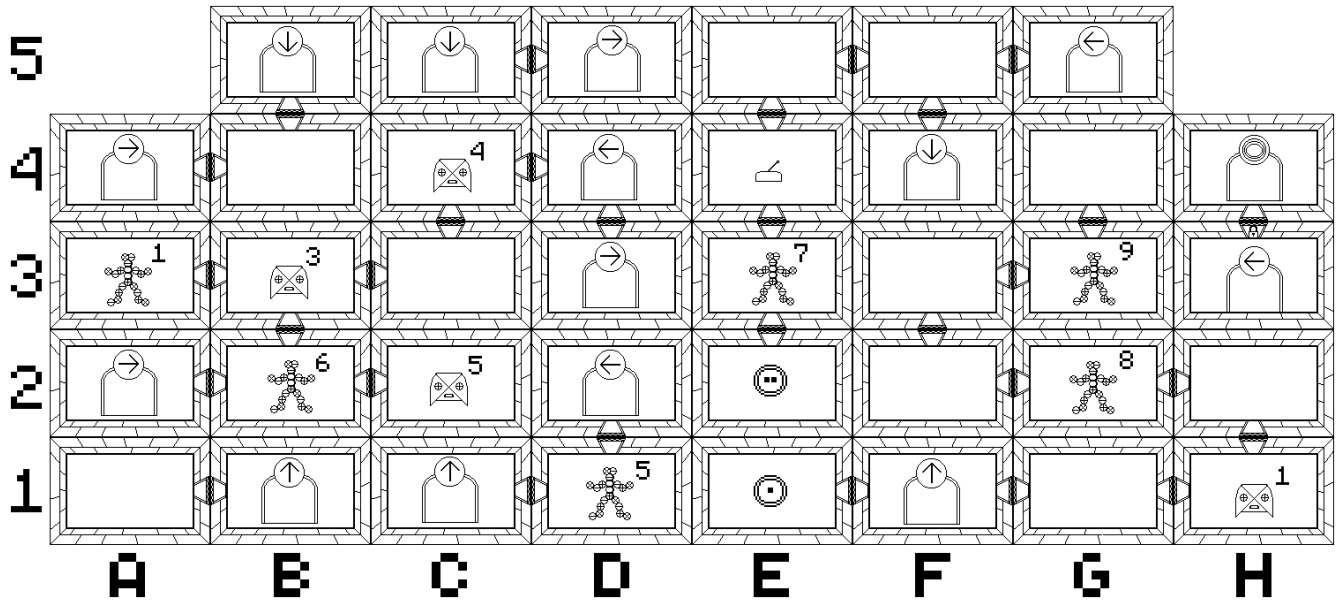
Level 1

1	 ○○○○○○○○○○○○○○	 $\textcircled{9} \times 1$ $\textcircled{7} \times 1$ ○○○○○○○○	2	 $\textcircled{9} \times 6$ $\textcircled{7} \times 2$ ○○○○○○○○○○○○○○○○○○	3	 $\textcircled{9} \times 6$ $\textcircled{7} \times 2$ ○○○○○○○○○○○○○○○○○○
4	 ○○○○○○○○○○○○○○	 $\textcircled{9} \times 1$ $\textcircled{7} \times 2$ ○○○○○○○○○○○○○○○○○○	5	 $\textcircled{9} \times 1$ $\textcircled{7} \times 2$ ○○○○○○○○○○○○○○○○○○	6	 $\textcircled{9} \times 6$ $\textcircled{7} \times 2$ ○○○○○○○○○○○○○○○○○○
7	 ○○○○○○○○○○○○○○	 $\textcircled{9} \times 2$ $\textcircled{7} \times 6$ ○○○○○○○○○○○○○○○○○○	8	 $\textcircled{9} \times 1$ $\textcircled{7} \times 2$ ○○○○○○○○○○○○○○○○○○	9	 $\textcircled{9} \times 6$ $\textcircled{7} \times 2$ ○○○○○○○○○○○○○○○○○○

	○○○○○○○○○○○○○○		○○		○○○○○○○○○○○○○○
	○○		○○		○○○○○○○○○○○○○○
	○○○○○○○○○○○○○○		○○○○○○○○○○○○○○		○○○○○○○○○○○○○○

1	 10 ←
2	 4 ← →
3	 80 ←
4	 62 ← →
5	 53 ←
6	 101 ← ←
7	 40 ←
8	 1 ←

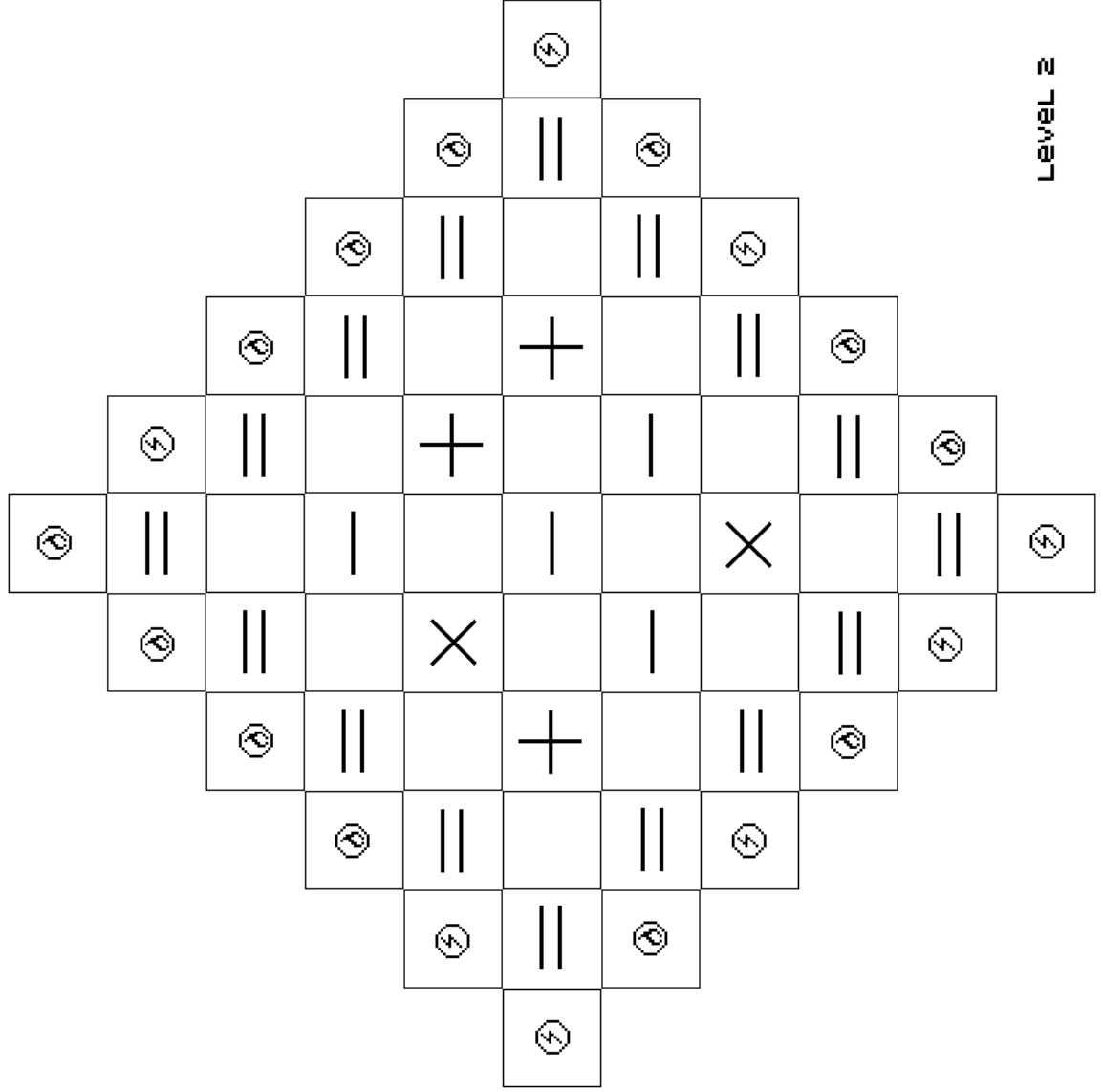


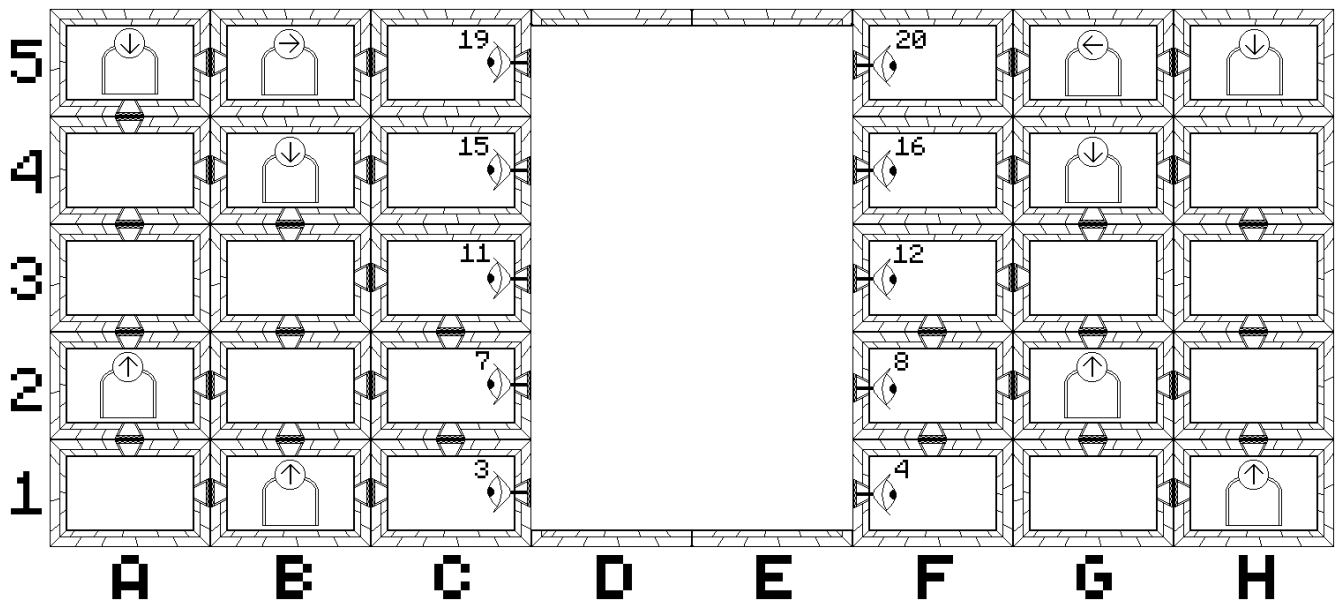
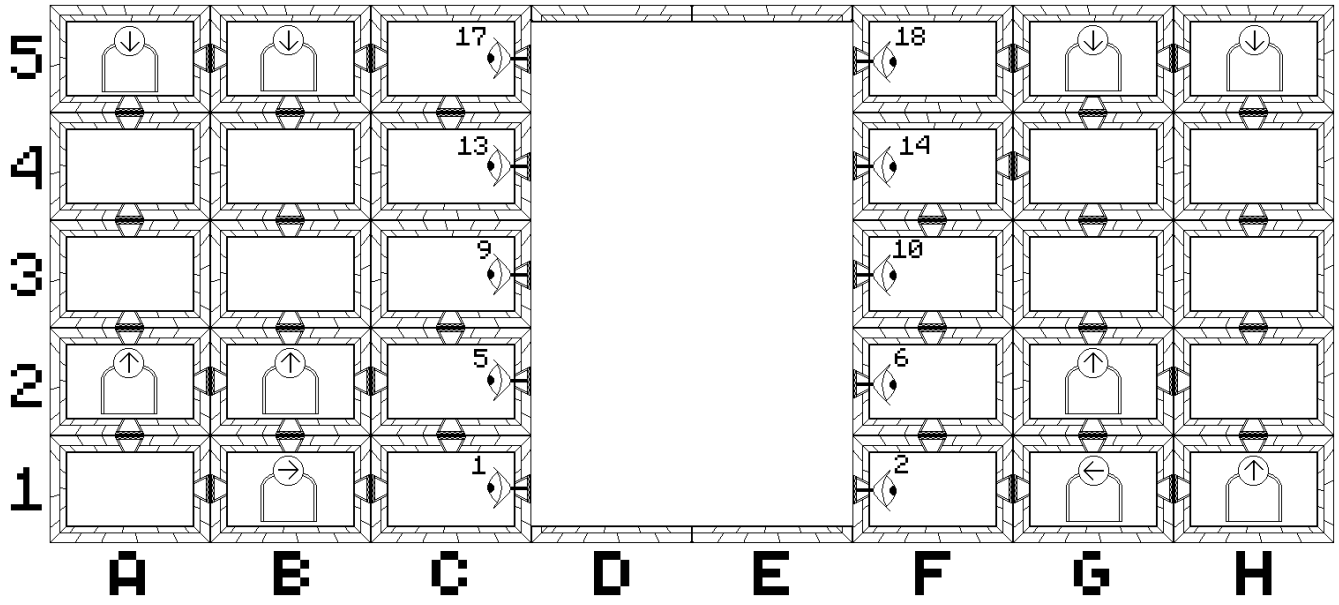
LEVEL 2



1	 x4 x1	 x4 x1	2	 x4 x2	 x3 x2	3	 x9 x2
4	 x4 x2	 x4 x2	5	 x4 x2	 x9 x3	6	 x9 x2
7	 x2 x9	 x2 x9	8	 x1 x2	 x9 x2	9	 x9 x2

1	70	↔
2	180	↔
3	15	↔
4	7	↔
5	28	↔
6	9	↔
7	196	↔
8	96	↔
9	130	↔
10	113	↔





















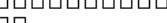




































LEVEL 3

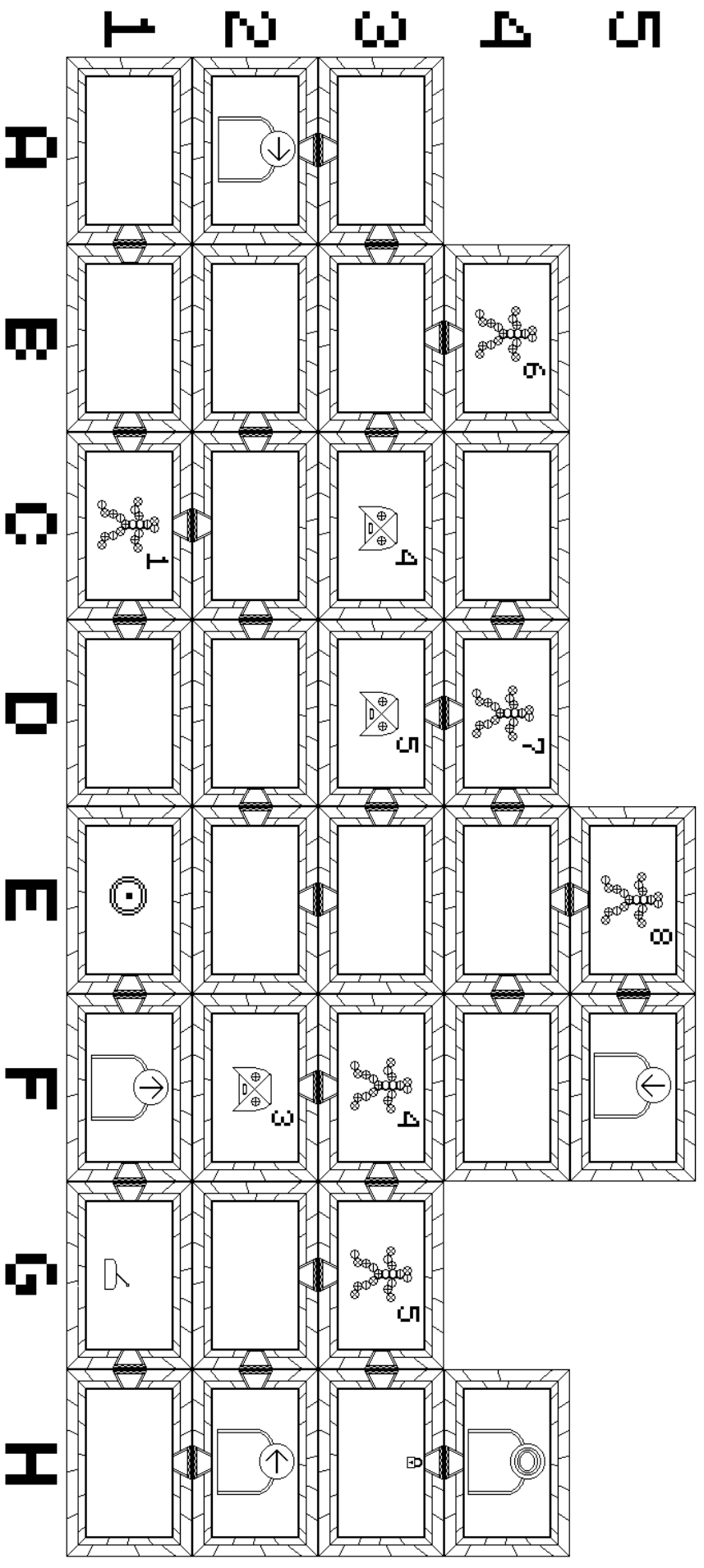




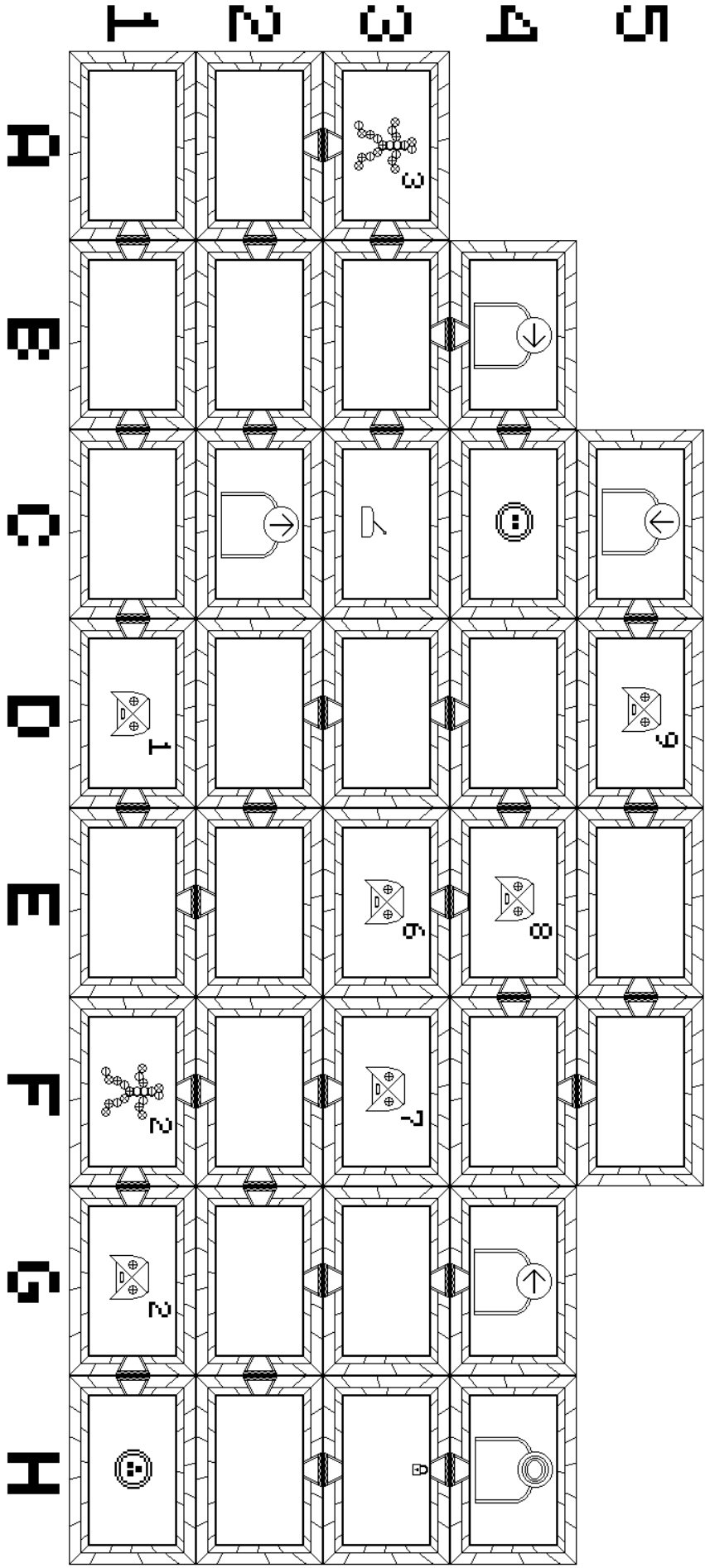


1	 <b>10</b> →←
2	 <b>4</b> ←→
3	 <b>80</b> →←
4	 <b>62</b> ←→
5	 <b>53</b> →←
6	 <b>101</b> ←←
7	 <b>40</b> →←
8	 <b>1</b> →←

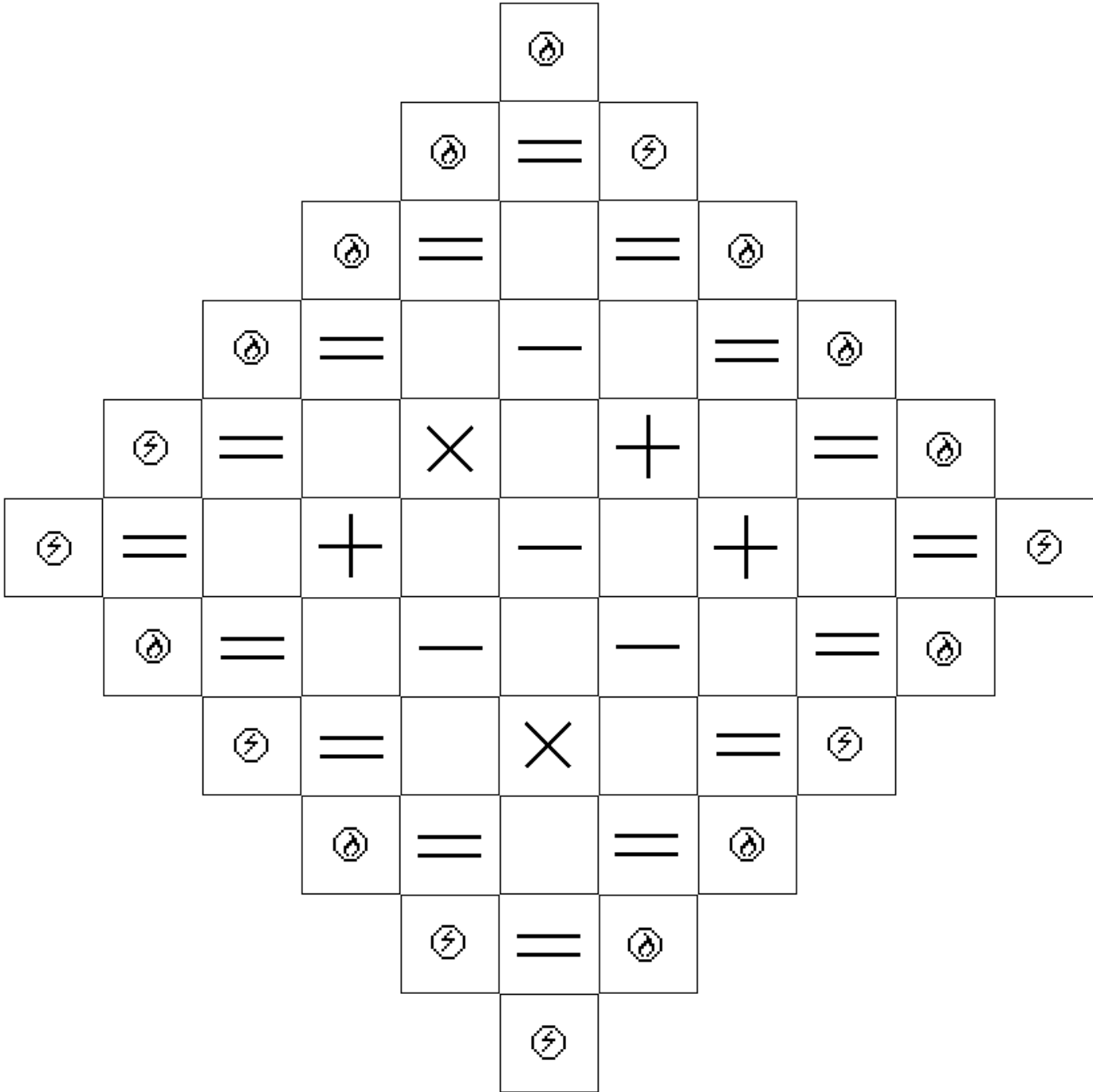
1	  x1  x1  
2	  x8  x2  
3	  x8  x2  
4	  x1  x2  
5	  x1  x2  
6	  x8  x2  
7	  x2  x8  
8	  x1  x2  
9	  x8  x2  



Level 1













Level 1





















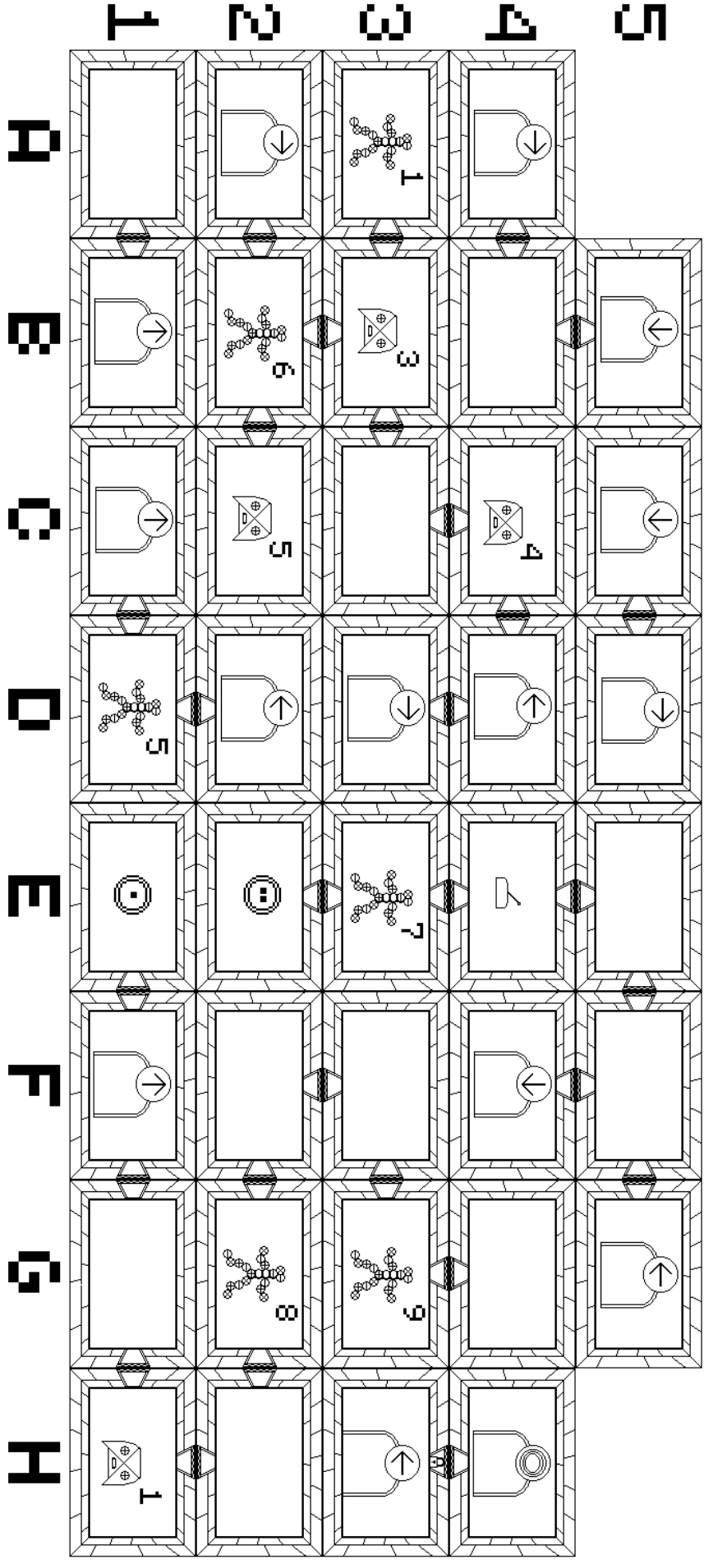
♥ □□□□□□□□□□□□□□

⊕ □ ⊕ □ ⊕ □

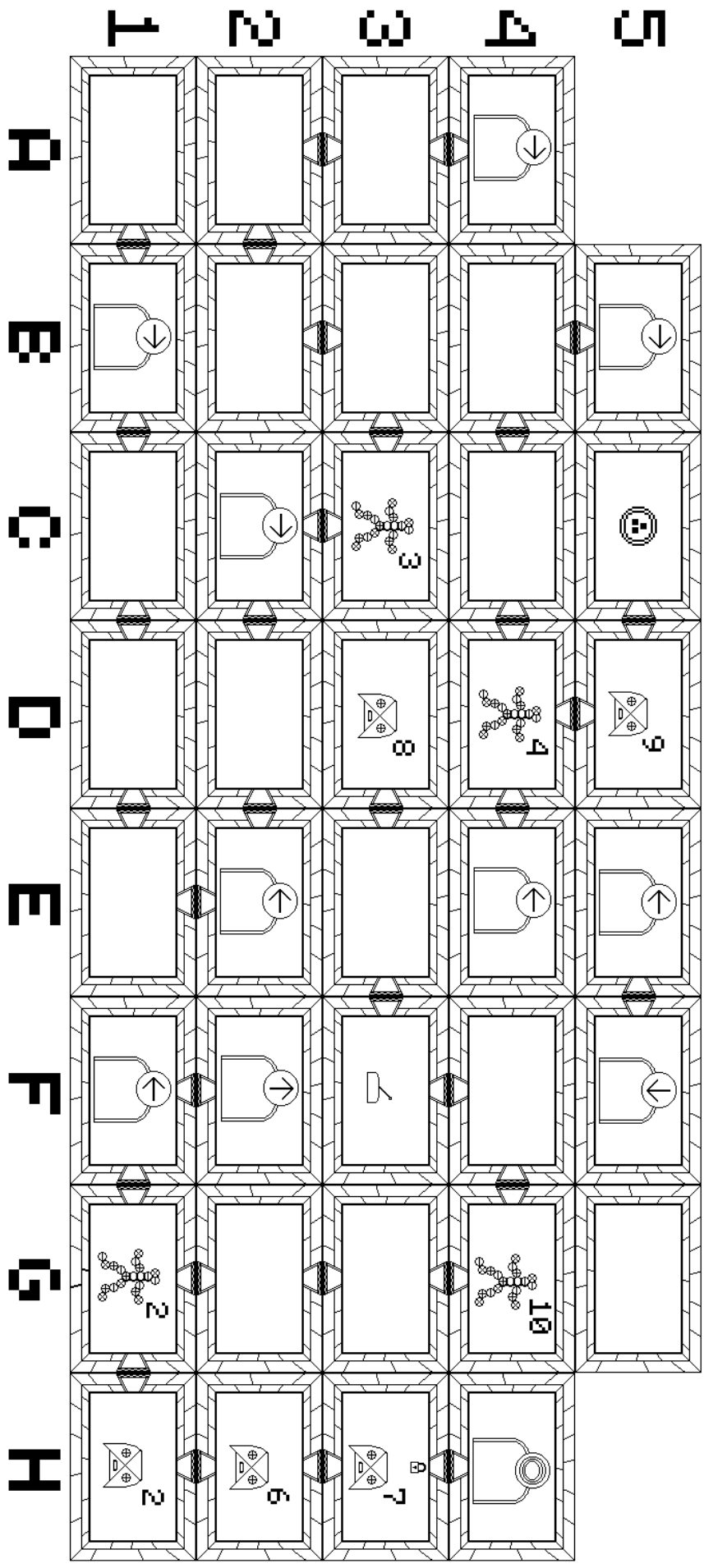
⊕ □□□□□□□□ ⊕ □□□□□□□□

1		70 ↔
2		180 →←
3		15 ↔
4		7 →←
5		28 ←←
6		9 ↔
7		196 →←
8		96 ←←
9		130 ←←
10		113 ↔

1	 	□□□□□□□□□□ □□□
2	 	□□□□□□□□□□□□□□ □□
3	 	□□□□□□□□□□ □□□
4	 	□□□□□□□□□□□□□□ □□□□
5	 	□□□□□□□□□□ □□□
6	 	□□□□□□□□□□□□□□ □□□
7	 	□□□□□□□□□□□□□□ □□□□
8	 	□□□□□□□□□□ □□□
9	 	□□□□□□□□□□□□□□ □□□



LEVEL 2



LEVEL 2

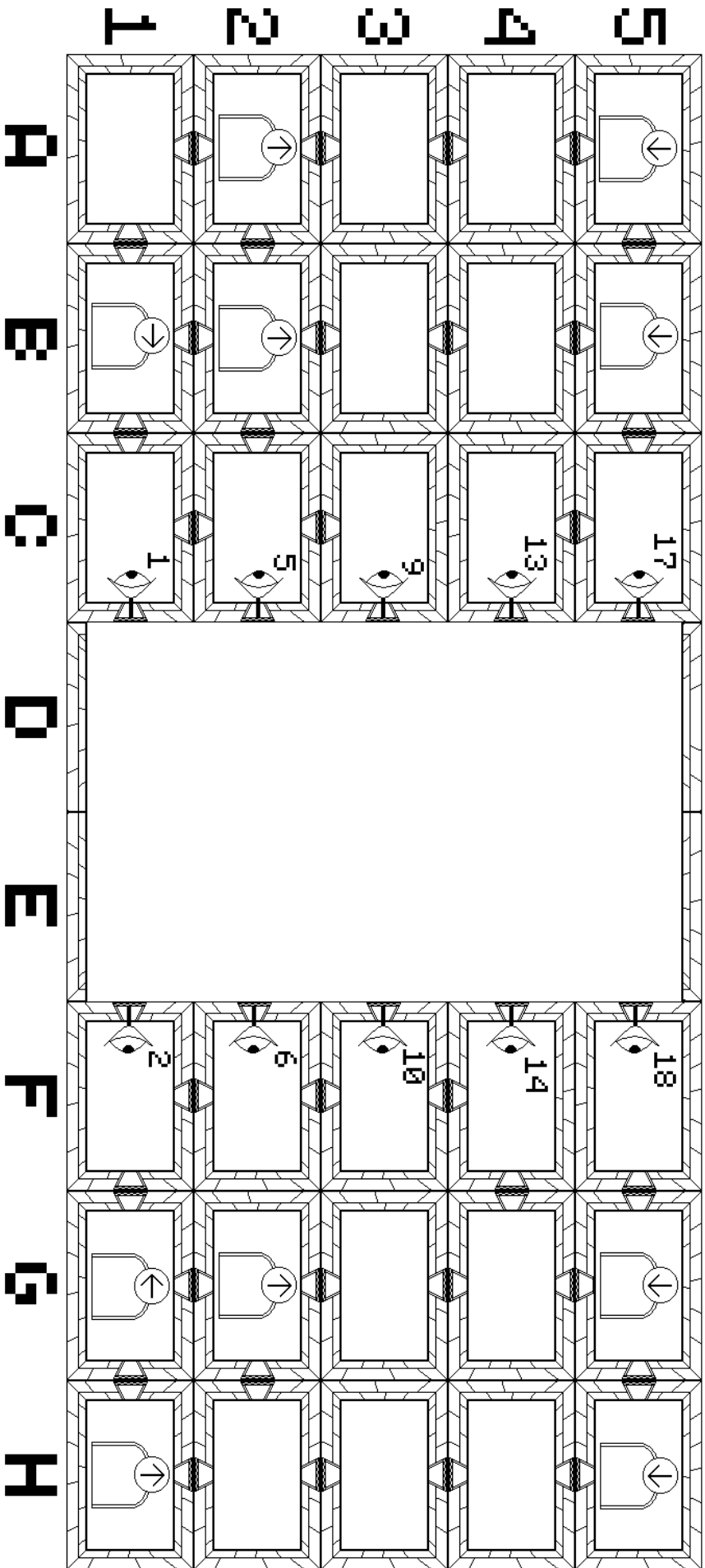


♥ □□□□□□□□□□□□□□□□□□

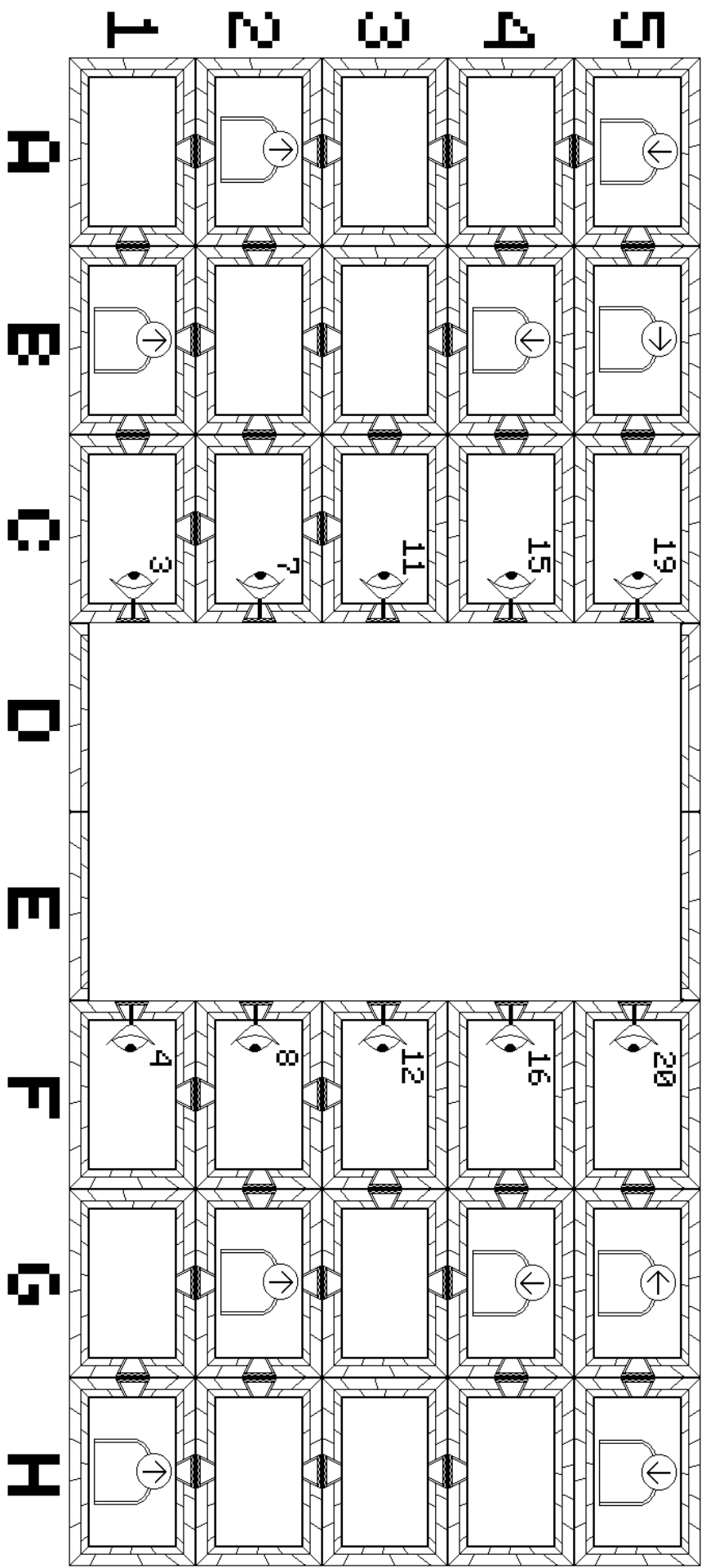
👁️ □□□□□□□□□□□□□□□□□□

1	👁️	78	←←
2	👁️	283	→←
3	👁️	11	←→
4	👁️	48	→←
5	👁️	230	→←
6	👁️	193	←→
7	👁️	147	→→
8	👁️	97	←←
9	👁️	200	←→
10	👁️	69	→←

11	👁️	🕒 <sup>x1</sup> □□□□□□□□□□ 🕒 <sup>x1</sup> □□□□□□□□□□ 🕒 □□□
12	👁️	🕒 <sup>x1</sup> □□□□□□□□□□□□□□□□□□ 🕒 <sup>x2</sup> □□□□□□ 🕒 □□□□□
13	👁️	🕒 <sup>x0</sup> □□□□□□□□□□□□□□□□ 🕒 <sup>x2</sup> □□□□□□□□□□□□□□□□ 🕒 □□□□□
14	👁️	🕒 <sup>x1</sup> □□□□□□□□□□□□□□□□□□ 🕒 <sup>x2</sup> □□□□□□□□□□□□□□□□ 🕒 □□□□□
15	👁️	🕒 <sup>x1</sup> □□□□□□□□□□□□□□□□ 🕒 <sup>x1</sup> □□□□□□□□□□□□□□□□ 🕒 □□□
16	👁️	🕒 <sup>x1</sup> □□□□□□□□□□□□□□□□□□ 🕒 <sup>x3</sup> □□□□□□□□□□□□□□□□ 🕒 □□□
17	👁️	🕒 <sup>x2</sup> □□□□□□□□□□□□□□□□□□ 🕒 <sup>x1</sup> □□□□□□□□□□□□□□□□ 🕒 □□□□□
18	👁️	🕒 <sup>x2</sup> □□□□□□□□□□□□□□□□□□ 🕒 <sup>x0</sup> □□□□□□□□□□□□□□□□ 🕒 □□□□□
19	👁️	🕒 <sup>x0</sup> □□□□□□□□□□□□□□□□□□ 🕒 <sup>x2</sup> □□□□□□□□□□□□□□□□ 🕒 □□□□□
20	👁️	🕒 <sup>x0</sup> □□□□□□□□□□□□□□□□□□ 🕒 <sup>x2</sup> □□□□□□□□□□□□□□□□ 🕒 □□□□□



LEVEL 3



Level 3