

MATHE-MEISTER

©2020 amesGames & Jesse Ames | All Rights Reserved | Play Manual V1.0

Introduction:

Mathe-Meister is a free roll and write print and play game supporting one or more players. Players will dynamically create simple mathematical equations and attempt to solve their sums towards maximum victory points. However, players must be careful how they create each equation based on its location. Producing a positive or even sum in the *wrong* location, turns a sum into negative points! Over eight rounds, players roll dice, write operands and operators, utilize gameplay bonuses, and ultimately collect their victory points into a final score. The player with the highest final score wins.

Items Needed to Play:

One pair of standard six-sided dice.

One printed (landscape orientation + fit to paper) *Mathe-Meister* Tracking Sheet per player.

One writing utensil per player (pencil with eraser recommended).

Setup:

Place the dice into a central play area, so that when rolled, the dice results are visible to all players.

Each player places their individual copy of the *Mathe-Meister* Tracking Sheet into their personal play area, along with their writing utensil.

Players agree to the GAME MODE for this play session, and circle that mode on their tracking sheet.

Optional: On each player's personal *Mathe-Meister* Tracking Sheet, they may write their name into the "Player: _____" section, as well as the present date in the "Date: _____" section.

This name and date tracking is simply meant for posterity's sake.

Players are now ready to begin playing *Mathe-Meister*.

Basic Gameplay Overview:

Mathe-Meister is played through a series of eight rounds, each round sequenced as:

1. The two six-sided dice are rolled. Each individual die result acts as one operand.
(It does not matter which player rolls the dice per round, take turns doing so if you wish.)
2. Players write down the rolled operands into any open white squares on their tracking sheet.
(Alternatively, players may use Star Powers to generate the operands they write.)
3. Players write down two operators from their available OPERATORS supply, into any open grey spaces on their tracking sheet. After doing so, players cross out the operators used from their OPERATORS supply. (Alternatively, players may use Star Powers to generate operators.)
4. Players check if they have completed a Row or Column equation, if so, the player writes the completed equation's sum into its corresponding hexagon or pentagon sum box, then that player circles the Bonus Star next to the sum. Said Bonus Star is no longer available to others.
5. Players start the next round, following the same sequence as above, until eight rounds are completed (all squares are filled). Then players tally their victory points for their final score.

Understanding the *Mathe-Meister* Tracking Sheet:

Player: **A** **MATHE-MEISTER** Date: **B**
©2020 AMESGAMES

C GAME MODE

Freestyle
Twins
Coinless
Small to Big
Big to Small

D **E**

			+		
	H		○		○
			-		
			X		
			X		
			○		○
			+		

F **G**

5
ROW 1

10
ROW 2

5
ROW 3

10
ROW 4

STAR POWERS

★	★
○	○
★	★
○	○
★	★
+	+
★	★
-	X
★	★
1	2
★	★
5	6

J OPERATORS

+	-	X
+	-	X
+	-	X
+	-	X
+	-	X
+	-	X

N COIN SHOP

1C = +/- 1 to single die roll
 2C = +/- 2 to single die roll
 3C = +/- 3 to single die roll
 4C = Swap two operators
 5C = Swap two operands

L **M**

5	10	5	10
---	----	---	----

COLUMN 1 COLUMN 2 COLUMN 3 COLUMN 4

Odds are positive. Evens are negative.

END GAME SCORING

+ Even Sums = _____
 + Column Odd Sums = _____
 + Unspent Coins x 10 = _____
 + Row & Column Stars = _____
 - Row Odd Sums = _____
 - Column Even Sums = _____
 Player's Final Score = _____

- A** = The player writes their name in this space.
- B** = The player writes today's date in this space.
- C** = Players circle the agreed Game Mode here.
- D** = White spaces are for writing operands.
- E** = Grey spaces are for writing operators.
- F** = Hexagons are for writing Row sums into.
- G** = Star Powers are a supply once circled.
- H** = Coins are spent to use Coin Shop abilities.
- I** = Bonus Stars are claimed once their line is full.
- J** = The player's personal operator supply.
- K** = Eight grey operator spaces come prefilled.
- L** = Pentagons are for writing Column sums into.
- M** = End game scoring is calculated in this table.
- N** = The COIN SHOP shows abilities to purchase.

Understanding Rows and Columns:

This Row is incomplete because not all of its spaces are filled.

3			+	2	X	
---	--	--	---	---	---	--

ROW 1

This Column is incomplete because not all of its spaces are filled.

1
X
-
3
+

COLUMN 1

This Column is complete because all of its spaces are filled.

1
X
6
-
3
+
4

COLUMN 1

This Row is complete because all of its spaces are filled.

3	+	5	+	2	X	2
---	---	---	---	---	---	---

ROW 1

The player has written this Row's sum into its hexagon space, and also circled this Row's Bonus Star because they filled this Row first.

The player has written this Column's sum into its Pentagon space, but can't circle this Column's Bonus Star because it was already claimed.

Rows are always solved from left to right.

Columns are always solved from top to bottom.

This Bonus Star was crossed out because another player previously claimed it earlier.

Understanding OPERATOR, GAME MODE, and STAR POWERS boxes:

OPERATORS

This player has marked out the operators they have already used for filling grey spaces. The operators that are not crossed out are still available to use in future rounds.

This player still has two adders, four subtractors, and two multipliers left in their operator supply.

GAME MODE

Freestyle
 Twins
 Coinless
 Small to Big
 Big to Small

In this example players have decided to play the "Twins" mode, so all players have circled the "Twins" indicator in their GAME MODE indication box.

When a player claims a Bonus Star they get the Victory Points in that Bonus Star, and also get to unlock a Star Power from their Star Powers supply.

STAR POWERS

When a player claims a Bonus Star, the player then circles one Star Power from their available Star Powers supply.

This player has circled four Star Powers so far.

When a circled Star Power is used, the player crosses out that circled Star power, to indicate it is no longer available for use.

Understanding COINS, COIN SHOP, and END GAME SCORING boxes:

Each player starts the game with nine personal coins to use at the COIN SHOP. Unused coins are seen as blank white circles on the player's tracking sheet.

When a player uses one or more of their personal coins, they fill in the coins being used on their own tracking sheet. This indicates those coins are no longer available for use.

There are four more coins that can be unlocked from the Star Powers supply.

When Star Power coins are claimed, the player circles them in their own Star Power supply.

When Star Power coins are spent, the player crosses out the circled coin(s) being used.

COIN SHOP

1C = +/- 1 to single die roll
 2C = +/- 2 to single die roll
 3C = +/- 3 to single die roll
 4C = Swap two operators
 5C = Swap two operands

During a round, players may choose to spend their own coins to purchase abilities from the COIN SHOP. This graphic is simply for reference. The player does not mark on the COIN SHOP when purchasing abilities from it.

END GAME SCORING

+Row Even Sums = _____
 +Column Odd Sums = _____
 +Unspent Coins x 10 = _____
 +Row & Column Stars = _____
 - Row Odd Sums = _____
 - Column Even Sums = _____
 Player's Final Score = _____

The END GAME SCORING table is used by players to calculate their victory point pluses and minuses, into a final score.

COIN SHOP Abilities Explained:

Abilities only affect the player who bought them. Abilities must be (re)bought each time they are used.

1C = +/- 1 to single die roll = Player spends 1 coin to add 1 or subtract 1 to a die roll's outcome.

2C = +/- 2 to single die roll = Player spends 2 coins to add 2 or subtract 2 to a die roll's outcome.

3C = +/- 3 to single die roll = Player spends 3 coins to add 3 or subtract 3 to a die roll's outcome.

4C = Swap two operators = Player spends 4 coins to swap the positions of two previously written operators.

5C = Swap two operands = Player spends 5 coins to swap the positions of two previously written operands.

Iconography Explained Further:

+ This is an addition operator, it is used to add operands together.


- This is a subtraction operator, it is used to subtract an operand from another operand.


X This is a multiplication operator, it is used to multiply operands with one another.


★ ★ When used, these Star Powers allow the player to write the respective operator into a grey box, instead of using an operator from the default OPERATORS supply.


★ When used, this Star Power allows the player to have an additional coin for spending at the COIN SHOP or used for victory points.


★ ★
1 2 When used, these Star Powers allow the player to write the respective operand into a white box, instead of using the operand(s) rolled from the dice (this round).


 This is a Column pentagon sum box. Used for writing its respective Column's sum into. Only sums that are odd produce positive points in a pentagon sum box. An even sum in a pentagon sum box becomes negative points.

 This is a Row hexagon sum box. Used for writing its respective Row's sum into. Only sums that are even produce positive points in a hexagon sum box. An odd sum in a hexagon sum box becomes negative points.

 White squares are for writing rolled numbers (operands) into. Only a single number (1,2,3,4,5,6) can be written into each white square.

 Grey squares are for writing operators into. Only a single operator (+, -, X) can be written into each grey square.

 Some grey squares come prefilled. Players cannot change the operators that are in prefilled grey squares.

 This is a single coin for spending at the COIN SHOP, as well as generating victory points if unspent at game's end. Players cannot write operands or operators into coin spaces.

This is a Bonus Star. It is claimed when the player finishes filling in the Bonus Star's respective Row or Column sum box. Every Bonus Star is labeled as to its Row or Column. Thus upon claiming a Bonus Star, the player will say they claim that Bonus Star then circle it. (In this example the player would say, "I claim Row 4's Bonus Star.") All other players must then cross out that Bonus Star. At game's end, the number in the Bonus Star counts as victory points.

 10
ROW 4

Understanding GAME MODE:

When players start a new game of *Mathe-Meister*, they circle a game mode from the GAME MODE table. Each unique Game Mode changes the rules of *Mathe-Meister* for the game session:

Freestyle = There are no restrictions, players play *Mathe-Meister* by its basic ruleset.

Twins = Every Column or Row must have one set of matching operands next to each other in sequence, for that Column or Row to validate. For example, if it were a Row, the operands could be sequenced as 2, 3, 3, 1 to validate (the two 3s are the "twins"). Columns or Rows which fail to validate, cannot generate positive victory points, but can still generate *negative* victory points due to Even/Odd rule.

Coinless = Players are not allowed to spend coins. Unspent Coins are still valid for victory points at game end.

Small to Big = Operands in a Column or Row must be written in sequence of smallest number to biggest number. For example, in a Row the operands could be written as 1, 3, 5, 6 to validate. Columns or Rows which fail to validate cannot generate positive victory points but can still generate negative victory points due to Even/Odd rule.

Big to Small = Operands in a Column or Row must be written in sequence of largest number to smallest number. For example, in a Row the operands could be written as 6, 4, 3, 2 to validate. Columns or Rows which fail to validate cannot generate positive victory points but can still generate negative victory points due to Even/Odd rule.

Complete Gameplay Overview:

This page explains playing a game of *Mathe-Meister* in detail.

0. Players complete the initial game setup as described earlier in this manual. There are eight rounds in one game of *Mathe-Meister*. During each round, the following steps occur in strict sequence:
 1. One player rolls the two six-sided dice. Each die result counts as one single operand. Operands are never added together, thus a single operand is always either a 1, 2, 3, 4, 5, or 6.
 2. Players write down the **two rolled operands** individually into any open white square spaces on their tracking sheet. If a player wishes to use a COIN SHOP ability to affect the die roll(s) they may spend coins now to do so. Also, if a player has the appropriate Star Powers and chooses to, the player may spend those to generate the operand(s) they write, instead of using the rolled operand(s).
 3. Players choose **two operators** from their available OPERATORS supply and write those operators into any open grey square spaces on their tracking sheet. After doing so, players cross out the operators used from their OPERATORS supply. If a player has the appropriate Star Powers and chooses to, the player may spend them to generate the operators they write, instead of using base supply operators.
 4. Players now check if they have completed a Row or Column equation (**all spaces filled**). If so, a player should write that Row or Column's sum into its respective hexagon or pentagon sum box on their tracking sheet. If that sum box's respective Bonus Star is available, the player verbally claims the Bonus Star and then circles it on their tracking sheet. Next that player chooses and circles a Star Power in their Star Power supply. Other players must cross out that particular Bonus Star on their own tracking sheet, as it is no longer available to them.
 5. Players may now choose to spend coins to use COIN SHOP swap abilities. If a player chooses to do so, they may swap **previously written** operators or operands positions within their tracking sheet, after paying required coin costs. Operators swap with operators, operands swap with operands, on the same sheet. After players have finished this COIN SHOP step, that ends the current round. Check step 6:
 6. If it is not the end of the eighth round, then players repeat steps 1-5 again. If eight rounds have passed (indicated by all white and grey squares being filled on each player's tracking sheet), then players proceed to End Game Scoring.

End Game Scoring:

Players use the END GAME SCORING table to calculate their final score.

- +**Row Even Sums** = Sums that are even in hexagon sum boxes are positive victory points.
- +**Column Odd Sums** = Sums that are odd in pentagon sum boxes are positive victory points.
- +**Unspent Coins x 10** = Unspent coins (including circled Star Power coins) are worth 10 victory points each.
- +**Row & Column Stars** = Claimed Bonus Stars are worth the victory points printed in them.
- Row Odd Sums** = Odd sums in hexagon sum boxes are negative victory points (subtracted).
- Column Even Sums** = Even sums in pentagon sum boxes are negative victory points (subtracted).
- Player's Final Score** = This is where victory points are tallied into the player's final score.

Highest final score wins!

In the case of a tie, the player with the most circled but unused Star Powers wins. If there is still a tie, the player with the most claimed Bonus Stars wins. If there is still a tie, the player with the most unspent coins wins. If there is *still* a tie, players must all go to bed and never speak of it again.

Further Rules Clarifications:

In every round, players must always write two operands and two operators into their tracking sheet. Players are never allowed to write less than, or more than, that amount per round. Swapping existing operands or operators does not count against this total, but swapping is always done after the initial write-in of the required operands and operators.

It is possible to accidentally end up with negative values while calculating a Column or Row equation, and that is on purpose. Negative values are written into a sum box declared as such (i.e., -53).

Once a sum has been written into a pentagon or hexagon sum box, its respective Column or Row is now considered set in stone. Players cannot swap values from or into completed Columns or Rows.

Once a sum has been written into a sum box, that sum cannot change. Players cannot swap sums.

Columns and Rows do share written operands, yes that is on purpose.

When a player uses the COIN SHOP to change a die's rolled number (operand), they are changing the die result only for themselves. The die result remains unchanged for other players.

When a player purchases abilities from the COIN SHOP, those abilities only affect the player who bought the abilities. Players cannot affect other players whatsoever via the COIN SHOP.

Players cannot give other players unspent coins, or unused Star Powers, or in any way aid other players. *Mathe-Meister* is a purely competitive game, not cooperative.

Operators that are prefilled in the grey squares are permanently there and cannot be swapped.

Bonus Stars are sometimes missed by players as they fill in their Columns and Rows. If a player later realizes that a Bonus Star is available to them, and no one has claimed it yet, the player can still claim that Bonus Star. Given applicable criteria, Bonus Stars are always first claimed, first owned.

Numeric values within Bonus Stars are strictly for victory point use and cannot be changed.

One claimed (circled) Bonus Star allows one claimed (circled) Star Power of the player's choice.

Solo Mode:

Mathe-Meister can be played solo, with personal victory based on Beat Your Own High Score.

Meaning the player will play successive games and attempt to score higher than their previous scores. To add variety and difficulty, the soloist may choose to combine Game Modes (such as Twins + Coinless). In addition, please enjoy these exclusive solo Game Modes:

Black Hole = The solo player attempts to get the worst negative score possible.

Fear of Fours = The solo player may not use the operand 4 in their grid at all. If the player rolls a 4, it is treated as a 3 or 5 (your choice) instead. The player is not allowed to have a 4 operand, period.

Questions and Concerns:

We are always interested in our players' thoughts and opinions concerning our releases.

You can contact amesGames at: **amesgamesinfo @ gmail.com**

If you enjoy this amesGames release, please tell other people about it.

<http://amesgames.mygamesonline.org/>

Player: _____

MATHE-MEISTER

Date: _____

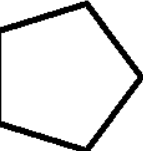
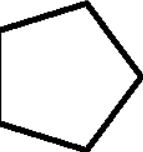
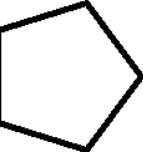
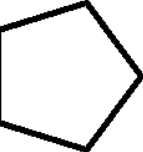
©2020 AMESGAMES

GAME MODE
Freestyle
Twins
Coinless
Small to Big
Big to Small


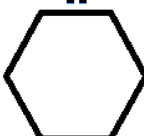
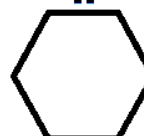
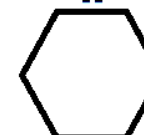
OPERATORS
+ - X
+ - X
+ - X
+ - X
+ - X

COIN SHOP
1C = +/- 1 to single die roll
2C = +/- 2 to single die roll
3C = +/- 3 to single die roll
4C = Swap two operators
5C = Swap two operands

-	○				

	=		=		=	
☆ 5		☆ 10		☆ 5		☆ 10
COLUMN 1		COLUMN 2		COLUMN 3		COLUMN 4

Odds are positive. Evens are negative.

	=	☆ 5	ROW 1
	=	☆ 10	ROW 2
	=	☆ 5	ROW 3
	=	☆ 10	ROW 4

Tvens are positive. Odds are negative.

STAR POWERS
 ★ ○ ★ ○
 ★ ★ + +
 ★ - ★ X
 ★ 1 ★ 2
 ★ 5 ★ 6

END GAME SCORING

+Row Even Sums = _____
 +Column Odd Sums = _____
 +Unspent Coins x 10 = _____
 +Row & Column Stars = _____
 - Row Odd Sums = _____
 - Column Even Sums = _____
 Player's Final Score = _____