



Introduction by: Jeremy Rayzor

Founder of Rayzor Sharp Entertainment, Inc.
Inventor of Rayzor Sharp's Math Wiz

**Think of Math Wiz like a mental exercise bike.
No electric needed, just your own brain power.
The more you use it the greater the benefit.
The possibilities are endless.**

Practice using your mental calculator.

It's a POWERFUL SKILL.

**Over time, you will develop a higher
mental arithmetic skill and, if not already, an
appreciation for your mental arithmetic ability.**

Puzzle a day keeps the dullness away!

PUZZLE MAKER

2-Player Activity - Puzzle Maker is played by each player creating a puzzle for the other player to solve.

Setup - Choose addition, subtraction, multiplication, and or division cards to play with. Also, choose a number of cards to play with, 3 or more. The more cards used the higher difficulty level. Also, confirm what place values to use when creating equations. Example: will you create numbers in the ones, tens, and or hundreds place value?

First Step - Make a puzzle by creating an equation with all of the cards in your hand. Whatever it equals becomes the target number (sum) for your puzzle.

Second Step - Mix the cards up. Then turn all of the cards in the same direction with the numbers at the top and the operations at the bottom.

Third Step - When both players have created a puzzle. Players exchange puzzles, stating the puzzle's target number. Each player must create an equation equaling the target number by using all of the cards.

HIGH OR LOW

2 to 4 Player Activity - High or Low is played by creating an equation with the cards in your hand equaling the highest or lowest sum amongst players.

Setup - Choose addition, subtraction, multiplication, and or division cards to play with. Also, choose a number of cards to play with, 3 or more. The more cards used the higher difficulty level. Also, confirm what place values to use when creating equations. Example: will you create numbers in the ones, tens, and or hundreds place value?

Round of play - A player flips a coin to determine high or low. Heads is **high** tails is **low**. The player that creates an equation equaling either the highest or lowest sum, amongst all players, earns 50 extra points. The player that reaches 500 points first wins the game. You may play a round at a time or reduce the winning total number (500) of points for a shorter game.

COOPERATION

2 to 4 Player Activity - Cooperation is played by taking turns building on a single equation to equal the target number on top of the draw pile.

Setup - Choose addition, subtraction, multiplication, and or division cards to assemble the draw pile. Then decide on a starting player.

A Player's Turn - Draw up to three cards. Then place up to three of them into an equation. The equation must always end with a number not an operation. On each turn, players will add cards to a single equation. Players want to create an equation that equals the target number. The target number will change as cards are drawn. At any time the equation equals the remaining target number on top of the draw pile, points are earned. Discard this equation to start a new equation. Players try to earn the most points that they can by equaling the most target numbers possible before the draw pile is used up.

SURVIVOR

2 to 6 Player Game - To be a Survivor a player must create an equation that equals a remaining target number card before the other player.

Setup - Choose addition, subtraction, multiplication, and or division cards to assemble the draw pile.

Round of play - All players are dealt seven cards each. Then place target number cards on the playing surface to one less than the number of players playing.

Example: if there are 6 players playing, lay out 5 target number cards. Players must create an equation that equals one of the remaining target number cards to receive points each round. Once a player creates an equation that equals one of the target numbers, that player removes the target number card from play and places it next to their equation on the playing surface so all players can see. That player is safe for the remainder of the round. Once all target numbers are removed, start the next round. The player that earns 500 points first wins. A player may forfeit a round if they aren't able to equal a remaining target number card.

ELIMINATION

2 to 6 Player Game - Elimination is played by trying to eliminate your opponent's target number before they eliminate yours.

Setup - Choose addition, subtraction, multiplication, and or division cards to assemble the draw pile.

A Round of Play - Deal each player seven cards. Then place a target number in front of each player. Players play at the same time. Once a player creates an equation that equals their opponent's target number card that opponent is eliminated from the round, discarding their cards and target number. Players place their equations in front of them so all players can see, keeping the equations to the end of the round. Players draw back up to seven cards each time they eliminate an opponent. The round is over when there is only one player left. Players record their points at the end of each round. Rounds are played until there is a winner. The player that earns 500 points first wins.