

**Components:**

195 Question cards

17 Blank cards (for replacement or custom words)

**Instructions:**

*Mathword must be played with teams of two or more players.*

All clues must relate directly to the Mathword. For example: if the Mathword drawn is Pi ( $\pi$ ), a player may use any mathematical definition or description for this word, but must not use a reference that relates to a non-mathematical term, such as a piece of pie that can be eaten.

Players work as teams to try and guess their teammates word on the Mathword card.

1. Begin by dividing into teams and deciding which team will go first and the time limit on play. Play begins when the first card is drawn. A time limit may be set on the game.
2. The player describing the Mathword will decide how many points they wish to try and earn for the team.
3. Points are earned by the method of play:
  - 3 points - The describer gives their team a one word clue.
  - 2 points - The describer gives their team a sentence or complete definition clue.
  - 1 point - The describer draws a picture of the Mathword as the clue.
4. After the clue is given, the other teammates may discuss their answer. A time limit may be used here as well to limit game play. After discussion or the end of the time limit, the team will give their answer. If the answer is correct, the team earns the point(s) as determined above. If the answer is incorrect, the opposing team will have a chance to steal the point(s). There will be no additional clues given. If the opposing team answers correctly, they earn the point(s) determined above.
5. Play continues with the next team. The team with the most points when time runs out, is the winner.