

# RULES

**Set Up:**  
Each player chooses the same amount of cards from their collections.

**Begin:**  
Choose a basic mathemon to play first. Write down the energy in your workspace. You can not start with an advanced or ultimate card.

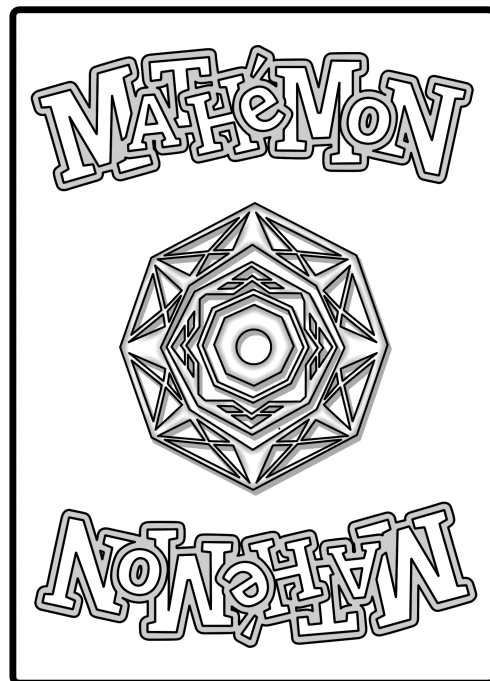
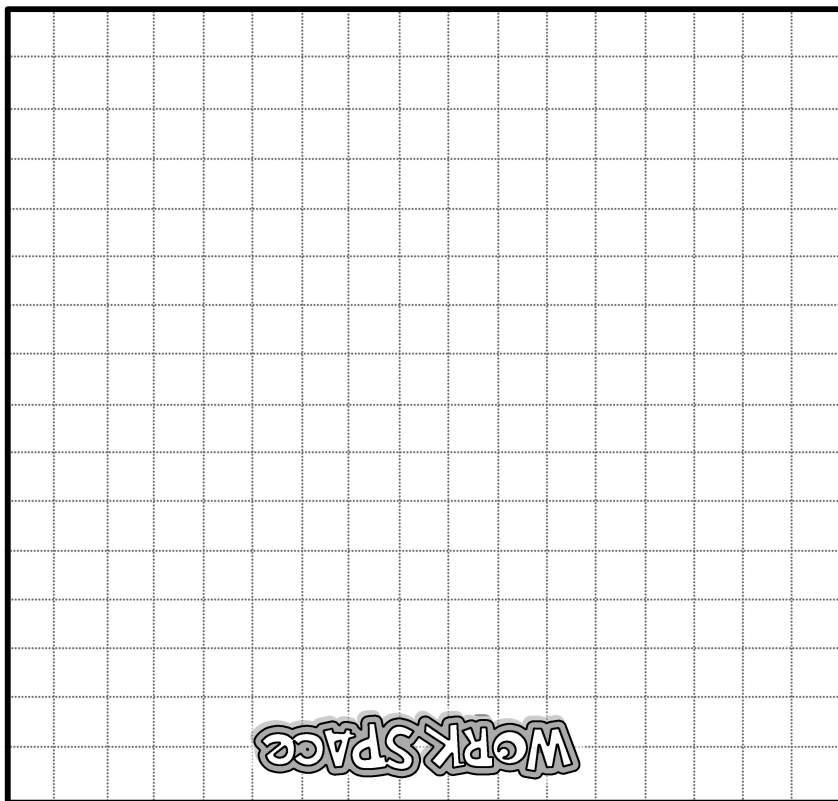
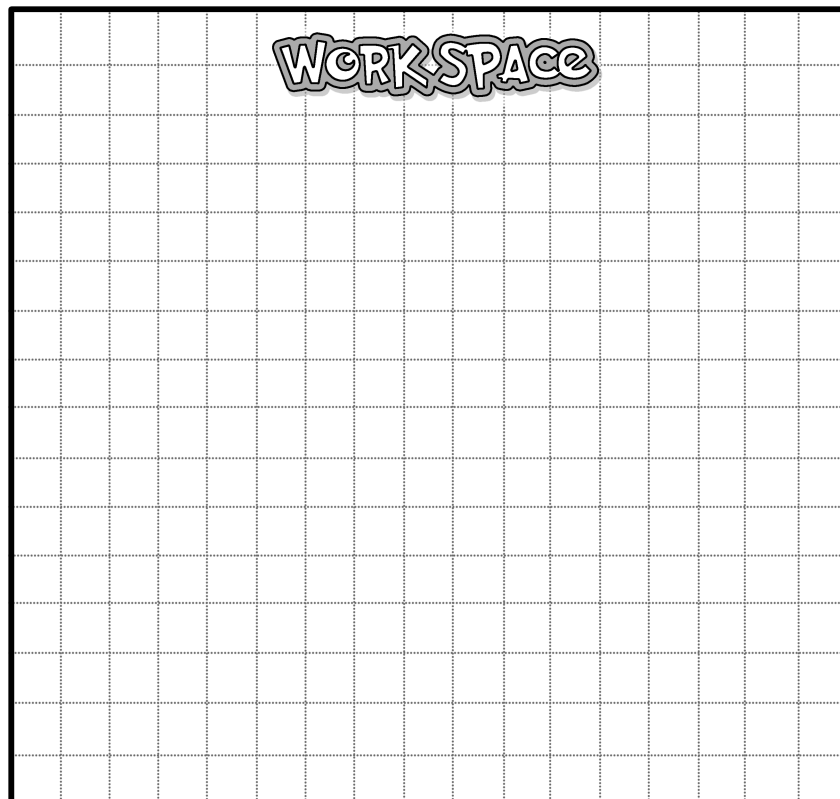
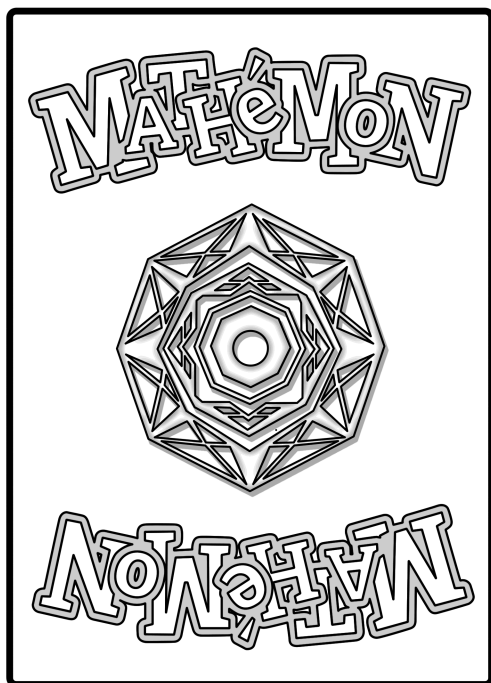
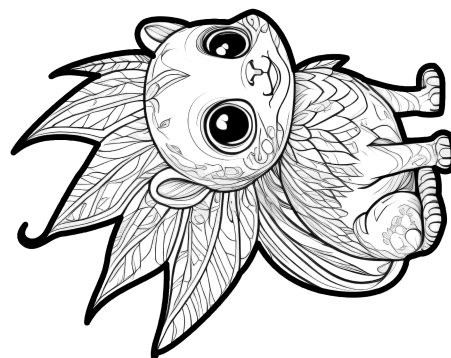
**Play:**  
For your turn, roll a dice or use random number cards. For numbers 2 - 5 multiply the number by your attack strength. Your opponent then subtracts that number from their remaining energy.

A number 1 or 6 means that you upgrade the mathemon to its next level and add its energy to your remaining energy. The turn is then over with no attack. The order for upgrading is: Basic, Advanced, Ultimate.

If an ultimate mathemon is already in play when an upgrade is rolled, attack as usual.

When a mathemon runs out of energy, discard it along with its unused upgrades and choose a new basic card.

The game ends when one person runs out of basic mathemon to play.



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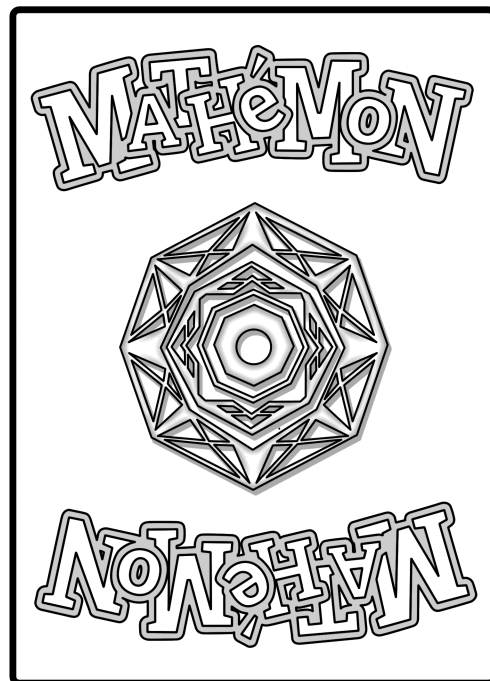
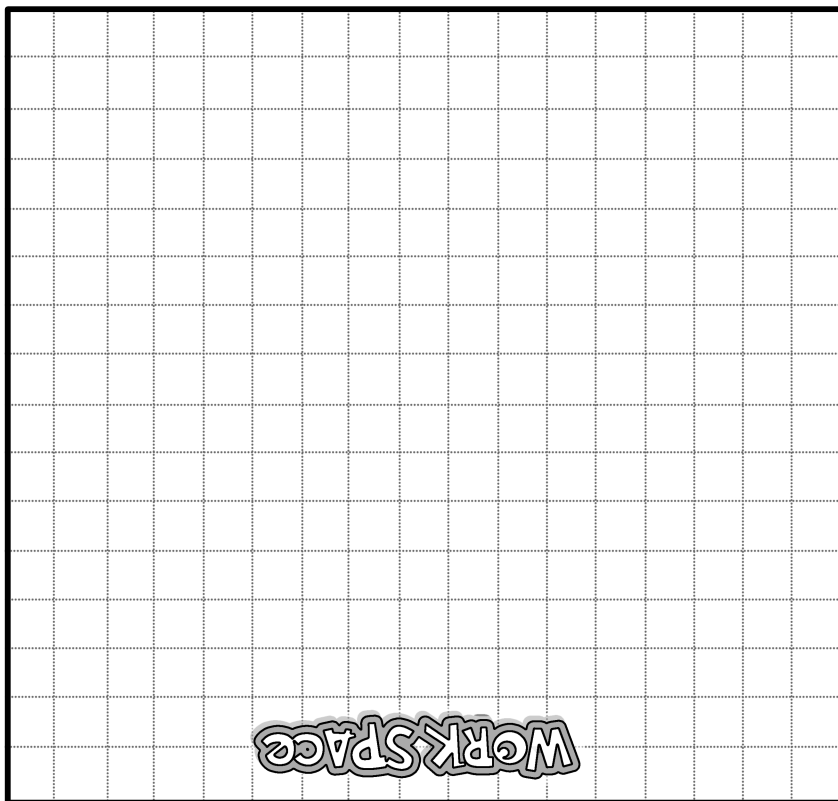
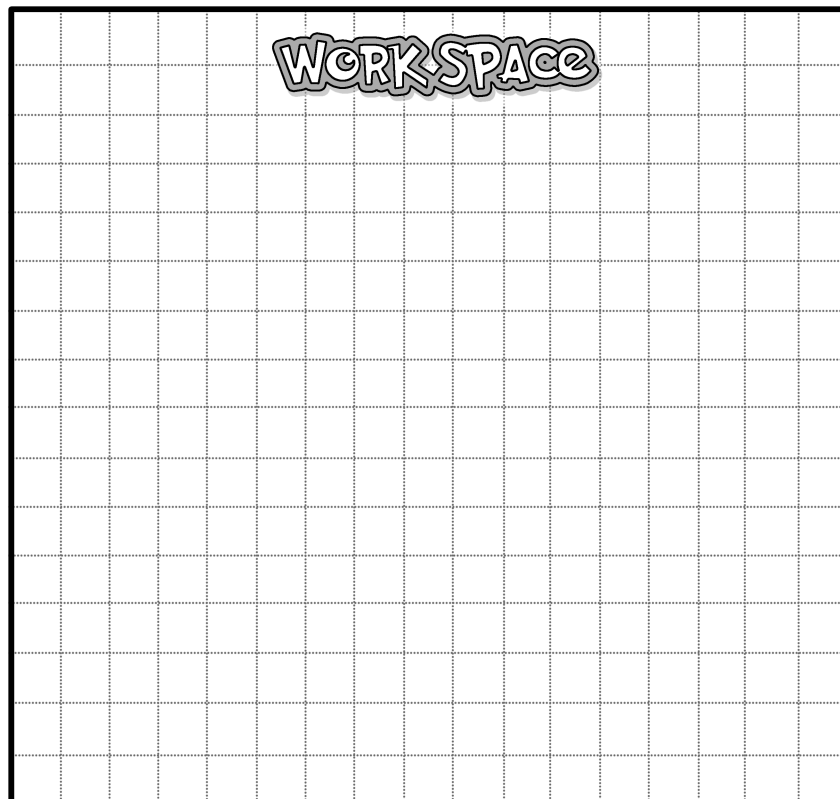
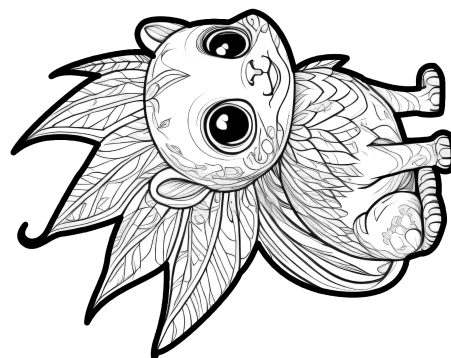
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**UPGRADE**

If there is no upgrade available:

**X6 ATTACK**

**X2 ATTACK**

**X3 ATTACK**

**X4 ATTACK**

**X5 ATTACK**

**UPGRADE**

If there is no upgrade available:

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