



HOW TO PLAY MATH AGENT

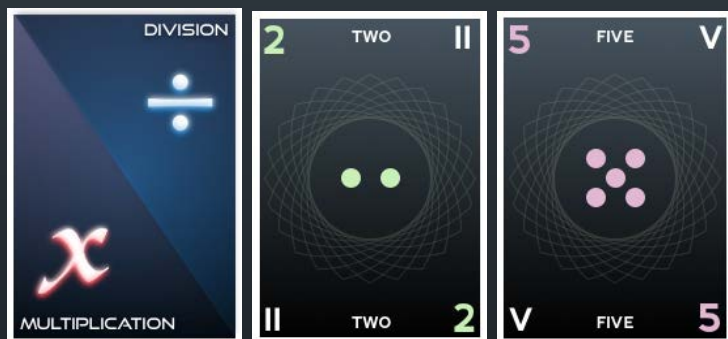
1. The objective of the game is to reduce your opponent's health to 0.
2. A game round consists of an ATTACK and DEFENSE turn.
3. During an ATTACK TURN, choose one of following tech card types and the appropriate number cards to determine ATTACK VALUE.



ADDITION

(2 number cards)

$$2 + 5 = 7$$



MULTIPLICATION

(2 number cards)

$$2 \times 5 = 10$$

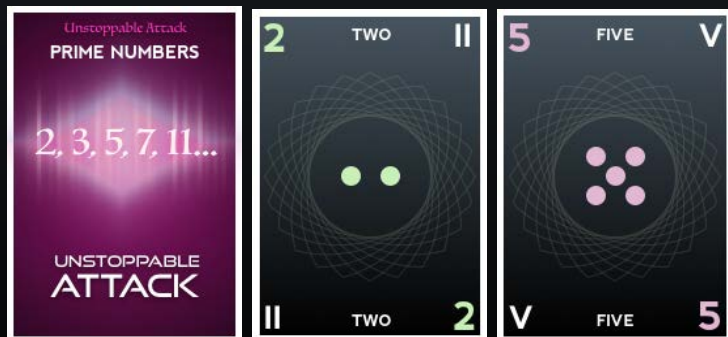


activation card

ATTACK

(Exponent requires a 2 card to activate)

$$5^2 = 25$$



UNSTOPPABLE ATTACK

(The sum of your numbers must be PRIME)

$$2 + 5 = 7$$

Unstoppable attacks can only be defended with an ultimate defense.



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4. during a DEFENSE TURN, your objective is to reduce the ATTACK VALUE.

Assume ATTACK VALUE = 20



SUBTRACTION

(1 number card)

$$20 - 2 = 18 \text{ damage to you}$$



DIVISION

(1 number card)

$$20 \div 2 = 10 \text{ damage to you}$$

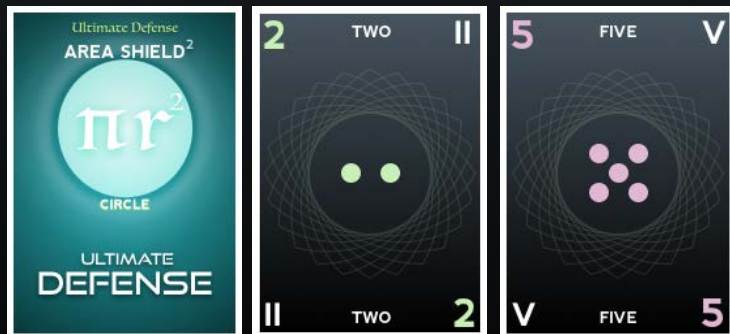


DEFENSE

(Perimeter of a Hexagon)

$$6 \times 2 = 12$$

$$20 - 12 = 8 \text{ damage to you}$$



activation card

ULTIMATE DEFENSE

(2 card is required to activate AREA of CIRCLE)

$$5^2 \times 3 = 75$$

radius squared times pi

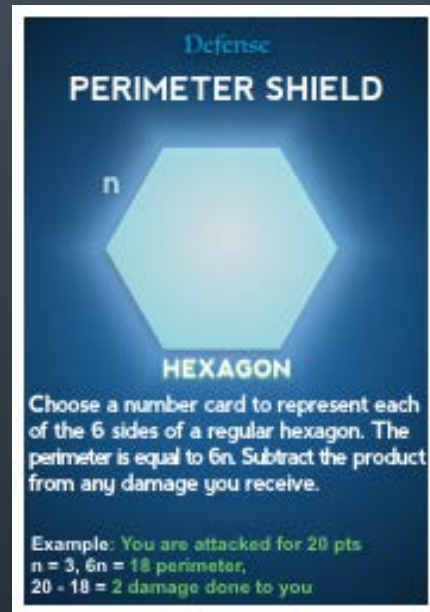
$$20 - 75 = 0 \text{ damage to you}$$

*Pi rounded to 3 for game purposes



HOW TO PLAY MATH AGENT

– Double click a card to show an enlarged version with details...



- You can multiply a (non-unstoppable attack) by 0...
- Unstoppable Attacks can only be reduced using an **ULTIMATE DEFENSE**
- Unstoppable Attacks can **BACKFIRE** and damage you if used incorrectly.