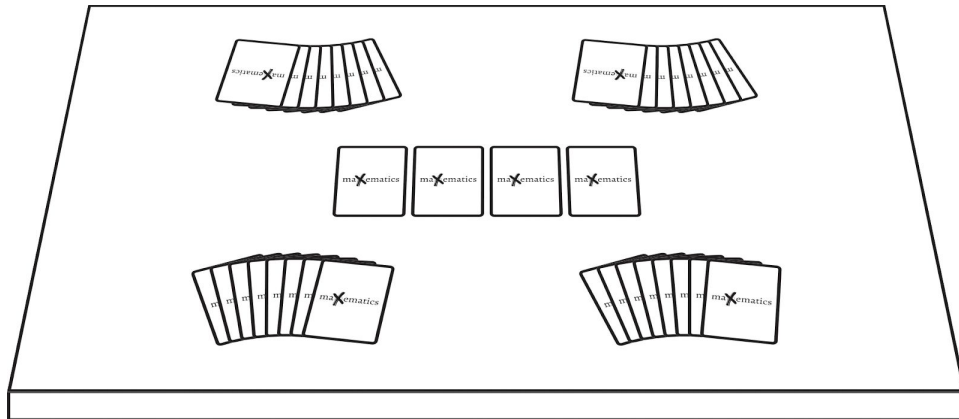


maxemantics

by Tom Quinn (thquinn.github.io)

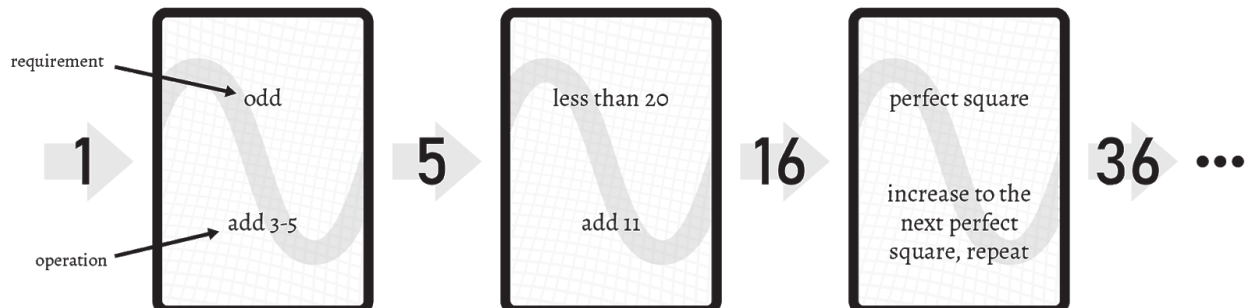
Setup

1. Shuffle the deck of cards.
2. Deal eight cards to each player face down.
3. Place four cards in the center of the table face down. This is a shared pool of cards.
4. Put a 30-second timer or hourglass somewhere all players can reach it.
5. When players are ready, flip **all** cards face up to begin the game.



How to Play

In Maxemantics, you're trying to make as big a number as you can. To do this, you will arrange the cards in front of you to create a chain of operations that, **when started off with the number 1**, produces a series of numbers that each meet the next card's requirement. **You don't need to use all of your cards.**



Exchanging Cards

During play, you may place one of your own cards into the pool of shared cards. If you do, take a card from the pool. To avoid confusion, place a card into the pool before taking one. You should never have more than eight cards in front of you.

Additionally, if you see a card in front of another player that you're interested in, you can propose a one-for-one trade with that player. If they accept, the trade is executed. Keep in mind, though, that they will probably be busy with their own cards. They have no obligation to pay attention to you!

Ending the Game

When you're satisfied with your chain of cards, you have the option of triggering the end of the game by starting the 30-second timer. If you do, you may not rearrange your cards, exchange cards with the shared pool, or make trades until the end of the game. As a reward for being so speedy, **the player that triggers the end of the game gets 10 bonus points at the end of the game.**

Counting Up

When the timer runs out, you may no longer touch your cards. In whatever order you like, each player talks through the chain of cards they've laid out, announcing the output of each card as they go.

If you discover that your chain doesn't work as you intended, you have a brief period to figure out another way to use as many of your cards as possible **in the order that they are already in.** It's up to your group how permissive you want to be, but err on the side of fun. Don't be stingy!

If you use all eight cards in your chain, you get 20 bonus points. If you triggered the end of the game, you get 10 bonus points. It's possible to get both bonuses, for a total of 30 bonus points. Bonus points are added to the output of your chain to create your final number.

The player with the highest final number wins.

Variants

To make for a longer game, use an overarching round or score structure. Feel free to come up with your own variants. If you do, let me know!

- First player to win N rounds wins.
- Each player keeps a tally of the sum of their final numbers, first player to reach a total of X wins.