SMATH

START WITH WHAT YOU KNOW. LEARN MORE MATH AS YOU GO.
THE GAME THAT MAKES MATH FUN!

OBJECT

The object of 'SMATH is to score points by making true math statements, called equations. Players place tiles on the board, trying to cover as many bonus squares as possible. Equations can be formed in two directions, horizontally or vertically, like the words in a crossword puzzle.

CONTENTS

Gameboard, storage bag, 4 tile racks, 6 of each numerical tiles (0 to 12), 10 blank tiles, 36 = (equal) tiles, 9 + (plus) tiles, 9 – (subtraction) tiles, 9 x (multiplication) tiles, 9 ÷ (division) tiles, and 12 () (bracket) tiles.

SET UP

Separate all the tiles by carefully breaking them apart. Put the equal signs (=) and the clear brackets () to the side. Players can use as many of these as they need. If any of the players do not know one or more of the operations, such as division (÷), remove those tiles from play.

Put all the other tiles in the bag. Each player draws a tile. (If you do not draw a number, draw another tile). The player with the highest number goes first. Return these tiles to the bag.

Now each player draws 10 tiles and puts them on his rack. Don't let other players see your tiles!

PLAYING

The first player places tiles on the board to form an equation so that the first or last tile rests on the start square. Players may use as many equal signs (=) and brackets () as they need.

For example:

$$5 = 5$$
$$2 + 3 = 5$$
$$12 - 7 = 5$$
$$1 + 5 = 2 \times 3 = 12 - 6$$
$$(11 - 3) \div 2 = 2 \times 2 + 0$$

NOTE: Equations are read from left to right or from top to bottom.

Each tile has a point value marked in the lower right corner. On the board, special squares, called bonus squares, increase the value of the tile or the whole equation. The first player adds up the value of the tiles used in the equation. If one or more tiles cover a bonus square, the score is increased as directed. Replace tiles from the bag to keep ten on the rack.

The player to the left goes next. This player makes a new equation, using one of the tiles from the first equation. This can be done in two ways. A new equation can be formed or the first equation can be made longer.

Example:	New Equation	Extended Equations
1st equation	2 + 3 = 5	2 + 3 = 5 = 7 - 2
	x	or
	2	(3 - 1)(2 + 3) = 5 x 2
	=	or
	10	(2)(2 + 3) = 5 x 2

NOTE: The largest number on a tile is 12. You may not place two tiles next to each other to make a larger number.

YES: 2 x 6 = 12   NO: 2 x 6 = 1 2

Tiles can not be moved after they are played, but brackets can be put over a tile.

Brackets: Players may use as many clear bracket tiles as they wish, these tiles are placed over the number tiles to show which operation comes first.

Example:
$$(2 + 3) - (1 + 4) = 0 \text{ means } 5 - 5 = 0$$

(Without brackets, 2 + 3 - 1 + 4 would equal 8, not 0) Brackets can also be used to mean multiplication.

Example:
$$2(2 + 3) = 5 \times 2$$
and
$$(12 \div 4)(2 + 3) = 5(2 + 1)$$

In this way the brackets will help a player when there are no multiplication signs on his or her rack.

Blank Tiles: A blank tile may be used as any number of math sign. It remains the same number or sign for the rest of the game.

Passing: A player may give up a turn. Then any or all tiles may be exchanged for new ones.

Challenges: A calculator or math book may be used to challenge an equation. If the equation is untrue, the player takes back the tiles and loses that turn. Calculators should be used for challenges only.

SCORING

Point Value: Point values are found on the lower right corner of each tile. Blanks, equal signs, and brackets have no point value. A player adds the value of all the tiles used in the new equation. This includes the tiles in an equation that has been made longer.

Bonus Squares: Bonus squares increase scores. They double or triple the point value of either one tile or the whole equation. They count only the first time a player covers them with a tile. A player can use more than one bonus square in a turn. Point values are multiplied accordingly.

10 Tile Bonus: A player who uses all ten of the tiles on his or her rack in one turn gets 25 extra points.

Scoring Value of Pieces

0's = 1	4's = 1	8's = 2	12's = 4
1's = 1	5's = 1	9's = 4	+ signs = 1
2's = 1	6's = 2	10's = 1	– signs = 1
3's = 2	7's = 5	11's = 1	÷ signs = 2
x signs = 2	() signs = 0	= signs = 0	Blanks = 0

Scoring value of bonus squares on the game board

2x playing piece	3x playing piece	2x equation	3x equation

ENDING THE GAME

The game ends when all the tiles have been played or when no other moves are possible.

WINNING

At the end of the game, each player subtracts the point values of the tiles on the rack from his or her total score. The player with the highest score wins!

We appreciate your comments on Smath. Please send your correspondence to:

Pressman Toy Corp.
Department: Smath
121 New England Avenue
Piscataway, NJ 08854

Visit our website at:
www.pressmantoy.com

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