

PLAY THE GAME

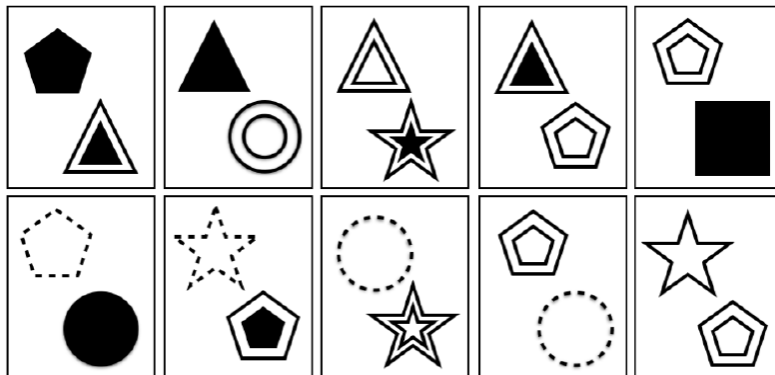
This card game uses logical thinking, and is about properties and matching. Mathematical questions can be asked around the design of the game, so the game could also form the basis for an investigation task.

Shape cards

The game is centred around the five shapes featured below. Each of the five shapes has a **different style** (dashed edges, filled-in etc).



Game cards. There are lots of cards like these :



Playing the game

The game cards are stacked face down.

The game starts when the top game card is turned face up so all the players can see it. Each game card features two different shapes and all game cards are unique.

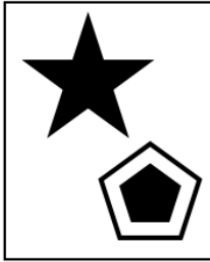
Players then try to identify which of the five shapes 'matches up' with the game card that is shown.

This depends on which of the two types the game card is.

Type 1 match

One of the symbols on the cards matched perfectly

e.g.

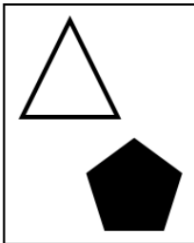


The [star](#) matches perfectly with the star on the original 5 game cards.

Type 2 match

Neither of the symbols on the card match perfectly, so the 'match' is with the shape that has nothing in common with either of the two shapes on the card.

e.g.



Above we have a triangle, a pentagon, a solid filled shape (like the star), and a solid border with no fill (like the square) so the only shape not matching in any way is the [circle](#).

How to win

When players have worked out which of the five shapes 'matches up' with the card, they need to grab that shape's cut out card. The winner of that round is the first player to do this.

The winner of the round takes the game card that has just been played, and the game continues with the next game card being turned face up. The aim of the game is to be the player who has collected the most game cards when all the game cards have been played.

Maths behind the game

How many game cards can you make ?