

PolyMatrix is a card game for two to six players.

The game includes a deck of cards with full-color backs consisting of the following:

Triangle Suit with values of 1, 2, 3, and 6

Pentagon Suit with values of 1, 2, and 3

Square Suit with no values (Square bonus values are variable according to the sets being played)

There is also a small deck of "Key Cards" to show how the sets and scoring works. These can be used as a reference by all players. You may want to arrange a set of Key Cards in a "wheel" in the center of the table as shown at the right. The Key to the Key Cards is shown at the bottom right of this page. There are also six Key Cards that show the Turn Order summary for each player to use as a reference.

The objective is to build sets as described on the Key Cards which represent polyhedra – basic geometric solids made from the Triangles, Pentagons, and Squares depicted on the cards.

The cards get shuffled and **each player draw a hand of five cards**. The rest of the deck becomes a draw pile.

Each turn consists of the following steps:

Step 1. Pick-up —Pick up any face-down cards in front of you and add them to your hand. (These will be showing up in subsequent rounds.) This includes cards that you may have place there yourself in the previous turn.

Step 2. Offer (optional) — If you wish to be rid of some cards in your hand, place these cards face down on the table in front of you and announce that "**x cards are available for trade**." (The card values are not revealed, nor do they need to be a set or matching in any way.)

Step 3. Trade (optional) — Swap cards with any player who has cards available on the table in front of them by putting down in their place the same number of cards from your own hand, face down. The other player does NOT pick up these cards until their next turn.

Step 4. Draw — Draw a card from the draw pile.

Step 5. Play Sets (optional) — Lay down sets face up on the table according to the Key Cards. These sets are permanent once laid down and cannot be modified.

The addition of a Square to a set is optional, and if a Square card is included, bonus points are scored according to the Key Card for that polyhedron.

Once any player is out of cards, the game ends and all sets are scored, the player with the highest score wins.



As an example, to complete the "Octohedron" set (shown below), the player would lay down a group of Triangle cards totaling <u>eight points</u>. If a Square card is laid down <u>with them</u>, that's a bonus of three additional points.

You may want to keep score on paper as the sets are paid down, or you can wait until the end of the game to total all the scoring sets. As noted, sets cannot be modified once laid down, so either method works fine to determine the winner.



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