



# PITCH PAGE

## PolyMatrix

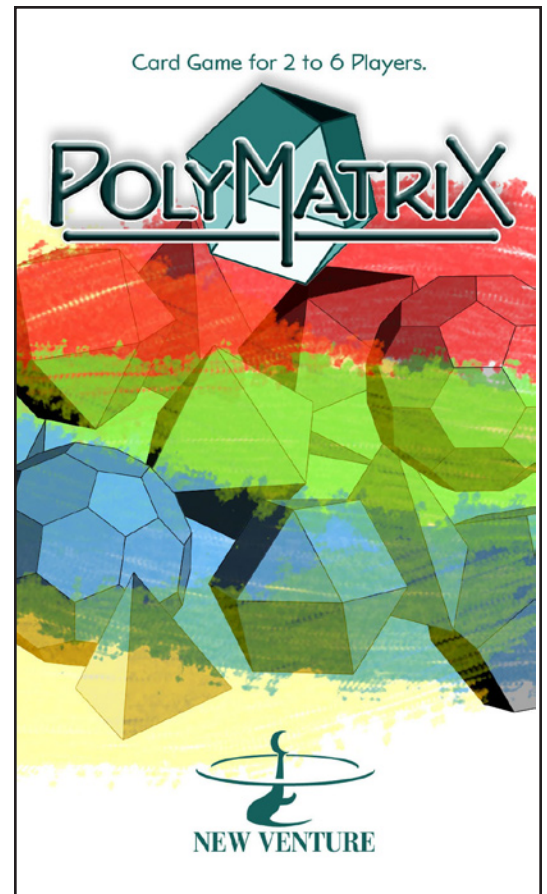
*Geometry is in the cards!*

**Type:** Abstract Strategy  
**Ages:** 10+

**Players:** Two to Six  
**Duration:** 15 - 30 minutes

### Synopsis:

This is a set-building, points-scoring card game based on the construction of regular polyhedra from fundamental polygons (triangles, squares, and pentagons). Learn to recognize the basics of solid geometry while building sets. (Remember: squares are worthless unless accompanied by triangles!)



### Equipment & Features:

The game includes a deck of 72 custom cards depicting 4 geometric shapes (triangles, squares, pentagons, and hexagons) and several numerical values, plus a large scoring card which shows the scoring and bonus information for the game.



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### The Rules:

A card game for two to 6 players. Includes a reference board showing points and scoring information which sits on the table in view of all players, and a deck of special cards 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 bonus values according to the sets being played.

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

The cards get shuffled and dealt out 5 to each player and the rest of the deck becomes a draw pile. A turn consists of the following steps:

Step 1. The player picks up any face-down cards in front of him/her and adds them to his/her hand. (These will be showing up in subsequent rounds.)

Step 2. Offer (optional) — If the player wishes to be rid of some cards, these cards can be placed face down on the table in front of him/her, who says “x cards are available.” (Their value is 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 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. Sets (optional) — Lay down sets face up on the table according to the reference board. These sets are permanent once laid down and cannot be modified.

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

