

2nd
Edition

8wonders®
Mathepotamia®
Gamified Math Mastery System

A wonderland where math wizards are born!

EN English

How Mathepotamia Works

Mathepotamia transforms math into an adventure with 7 gameplay modes and 4 difficulty levels, featuring Mathepotamia Flash Cards with 440 tasks and additional challenges from two 12-sided dice. The step-by-step progression helps children build confidence in addition, subtraction, multiplication, and division while keeping learning frustration-free.

Simple rules make it easy to start, while gamification elements encourage children to stay engaged and enjoy the process. A random element in Classical Mode ensures that all players — regardless of skill level — have a fair chance to improve and win. Multiple modes and flexible difficulty levels allow the game to grow with the child, making it an investment in long-term math mastery. The Educational Mode deepens understanding through hands-on learning, helping children grasp mathematical concepts in a way that sticks.

Classical Mode Quick Start Guide

Choose decks based on difficulty, keep them in open-top boxes, and solve tasks while moving game pieces according to die rolls. Follow special field rules.

Using the Game Board

The Mathepotamia game board is double-sided, designed to support both gameplay modes and Educational Mode:

- Front side (number grid side): Features a 10x10 grid with numbers from 1 to 100. This side is used in most gameplays to practice addition, subtraction, multiplication, and division tasks.
- Back side (multiplication table side): Displays a 12x12 multiplication table. This side provides visual support for multiplication and division tasks in specific gameplays.

In Educational Mode, players can use the game board to physically visualise and practice math operations such as addition, subtraction, multiplication, and division (see Educational Mode section for details).

In Game Modes, the board serves as the main play area where players move their game pieces while solving tasks.

Using the Flash Cards

All Mathepotamia Flash Cards are double-sided with math tasks on both sides and answers at the bottom of the opposite sides. Cards are designed for both gameplay and independent practice, helping build mathematical fluency through on-the-go learning.

There are two types of gameplays:





- Card-Based Gameplays: Cards provide math tasks and validate answers. In these gameplays, cards stay in the open-top box to keep tasks hidden until drawn.
- Dice-Based Gameplays: Cards are used as scoring markers and to set the gameplay length (e.g., 55 cards = 55 rounds). In these gameplays, the game can end based on an agreed number of rounds or when all selected cards have been used.

Each card is marked at the top with its difficulty level on the left and the gameplays it can be used in on the right. All cards can be used in **1** Classical Mode Gameplay.



Difficulty Levels

Mathepotamia Flash Cards are organised into four decks, each representing a distinct level of difficulty:

-  Addition and subtraction within 20.
-  Addition and subtraction within 100, multiplication and division within 20, and operations with tens up to 200.
-  Addition and subtraction within 200, multiplication and division within 12x12, and operations with multiples of 5.
-  Addition, subtraction, multiplication, and division within 1000.



Playing decks can be tailored by selecting specific tasks from a single level (e.g., focusing only on addition and subtraction within 10 from Level 1 or combining tasks from multiple levels (e.g., multiplication and division tasks from Levels 2 and 3). This flexibility allows for a more customised experience based on the player's skill level or learning goals.

Recommended Learning Path

Mathepotamia offers a structured approach to developing essential math skills, progressing from foundational operations to advanced problem-solving. Each stage in the path is designed to build skills progressively:

- **Educational Mode:** Introduces new concepts in a guided and interactive way.
- **Flash Cards:** Reinforces skills in a relaxed, independent practice setting.
- **Classical Mode:** Challenges players to apply their skills in a gamified environment.
- **Speed Gameplays:** Adds time pressure and competition to refine problem-solving speed and accuracy.

This progression ensures a smooth transition from understanding to mastery while revisiting and strengthening earlier skills.

1. Building Addition and Subtraction Skills

1.1. Introduction to Addition and Subtraction Within 10

Select a subset of tasks from the Level 1 deck (focused on addition and subtraction within 10), then progress through *Educational Mode* → *Flash Cards* → *Classical Mode* → *Speed Addition and Subtraction (Gameplay 3)*.

◇ Players build confidence in basic addition and subtraction.

1.2. Expanding to Addition and Subtraction Within 20

Use the full Level 1 deck to practice addition and subtraction tasks, progressing through *Educational Mode* → *Flash Cards* → *Classical Mode* → *Speed Addition with Dice (Gameplay 2)* → *Speed Addition and Subtraction (Gameplay 3)*.

◇ Players develop fluency in simple arithmetic.

1.3. Advancing to Addition and Subtraction Within 100

Select tasks from the Level 2 deck (focused on addition and subtraction within 100), and progress through *Educational Mode* → *Flash Cards* → *Classical Mode* → *Speed Addition and Subtraction (Gameplay 3)*.

◇ Players strengthen their ability to work with larger numbers.

2. Developing Multiplication and Division Skills

2.1. Introduction to Multiplication and Division Within 20

Select tasks from the Level 2 deck (focused on multiplication and division within 20), then progress through *Educational Mode* → *Flash Cards* → *Classical Mode* → *Speed Multiplication with Visual Aid (Gameplay 4)*.

◇ Players build a strong foundation in multiplication and division.

2.2. Mastering Multiplication and Division Within 12×12

Combine tasks from the Level 2 and Level 3 decks (covering multiplication and division within 12×12), then progress through *Educational Mode* → *Flash Cards* → *Classical Mode* → *Speed Multiplication with Visual Aid (Gameplay 4)* → *Random Multiplication (Gameplay 5)* → *Speed Multiplication without Visual Aid (Gameplay 6)* → *Random Multiplication without Visual Aid (Gameplay 7)*.

◇ Players develop quick recall of multiplication and division facts.

3. Mastering Advanced Operations

3.1. Operations Within 1000

Use the Level 4 deck to practice advanced tasks, progressing through *Flash Cards* → *Classical Mode*.

◇ Players become proficient in handling complex arithmetic.



Players with prior knowledge of foundational skills can start from any point in the learning path where they feel confident. For example, they might begin with addition and subtraction within 100 or multiplication and division tasks, skipping earlier steps as appropriate. If you're unsure where to start, the *Mathepotamia Questbook: The Gateway of Wonders* — a free workbook designed as an exciting quest — helps assess your child's skills without them even noticing. You can find the download link in the *Additional Resources* section.

Gameplays

1 Classical Mode

Board Side	Front (number grid side)
Components	Cards (selected level), 1 die, game pieces
Focus	Addition, subtraction, multiplication, and division (complexity based on selected difficulty level)

How to Play

1. Players place their game pieces on 0 at the start of the game.
2. On their turn, players draw a card from the box of the selected level and attempt to solve the task shown on the card.
3. The answer should be given out loud. Players can check the correctness of their answer by looking at the bottom of the other side of the card.
4. If the answer is correct, the player rolls 1 die and moves their game piece forward on the board by the number shown on the die. Played cards should be placed in a separate pile.
5. The first player to reach or move beyond 100 (100+) wins. If all cards from the box are played and the goal of 100+ has not yet been reached, shuffle the played cards, return them to the box, and solve tasks on the other side of the cards.



Players of different levels can play together by using separate card decks, making the game adaptable for family or group settings with diverse skill levels, such as children of different ages or adults. For very young players, Level 1 tasks can be further limited to problems within 10. For a shorter game, players can agree to a target like 30, 50, or 70, based on their preference.

Special Fields

Players will encounter trap and bonus tiles along the way.



Ice Dragon. Freeze an opponent for one turn.



Fire Dragon. Move an opponent 3 steps back.



Shield. Protects the player from Ice and Fire Dragons.



Bridge. Move forward up to 5 spaces.



Maze. Move 3 steps back.



Swamp. Skip one turn.

If a player lands on a special field during their turn, or is moved there by an opponent, they must immediately follow the field's rules. These rules add strategic depth to the gameplay, making it more engaging for players. For example, if a player is moved to the Fire Dragon by an opponent, they must move that or another opponent 3 steps back.

Special fields are unique to this gameplay only and do not apply in other gameplays.

Team Play Mode

- Form 2 teams of 2 players each.
- Team members cannot give hints/answers each other.
- The team wins when both players reach 100+.

2 Speed Addition with Dice

Board Side	Front (number grid side)
Components	2 dice, cards (for scoring and round tracking), game pieces
Focus	Basic addition with results up to 24

This gameplay is ideal for very young players just starting to learn math. A more skilled participant can assist as a guide, helping validate answers.

How to Play

1. On their turn, players roll two dice and add the numbers rolled to find the result.
2. The first player to place their game piece on the tile with the correct result and announce it out loud wins the round and takes a card to track points.
3. The player with the most cards at the end wins.

3 Speed Addition and Subtraction

Board Side	Front (number grid side)
Components	Cards (addition and subtraction problems), game pieces
Focus	Addition and subtraction within 100 with time pressure

This gameplay is designed to strengthen mental math skills in addition and subtraction under time pressure. It encourages players to quickly process numbers and make decisions while competing against others.

How to Play

1. On their turn, players draw a card and solve the addition/subtraction problem.
2. The first player to place their game piece on the tile with the correct result and announce it out loud wins the round and takes the card.
3. The player with the most cards at the end wins.

4 Speed Multiplication and Division

Board Side	Back (multiplication table side)
Components	Cards (multiplication and division problems), game pieces
Focus	Basic multiplication and division with visual support

This gameplay is designed to introduce players to multiplication and division tasks with visual support from the multiplication table. It helps players build confidence and accuracy in solving basic multiplication and division problems.

How to Play

1. On their turn, players draw a card and solve the multiplication or division problem.
2. The first player to place their game piece on the tile with the correct result on the multiplication table and announce it out loud wins the round and takes the card.
3. The player with the most cards at the end wins.

5 Speed Multiplication with Dice

Board Side	Back (multiplication table side)
Components	2 dice, cards (for scoring and round tracking), game pieces
Focus	Dynamic multiplication within the 12×12 range

This gameplay is designed to train players in solving random multiplication problems with the help of visual cues from the multiplication table. It emphasises accuracy and speed while introducing dynamic problem-solving through dice rolls.

How to Play

1. On their turn, players roll two dice and multiply the numbers rolled to find the result.
2. The first player to place their game piece on the intersection of the two numbers rolled and announce the correct result out loud wins the round and takes a card to track points.
3. The player with the most cards at the end wins.

6 Advanced Speed Multiplication and Division

Board Side	Front (number grid side)
Components	Cards (multiplication and division problems), game pieces
Focus	Mental multiplication and division without visual aids

This gameplay is designed to challenge players with multiplication and division problems without visual aids. It strengthens mental calculation abilities and prepares players for advanced arithmetic tasks.

How to Play

1. On their turn, players draw a card and solve the multiplication/division problem.
2. The first player to place their game piece on the tile with the correct result and announce the answer out loud wins the round and takes the card.
3. The player with the most cards at the end wins.

7 Advanced Speed Multiplication with Dice

Board Side	Front (number grid side)
Components	2 dice, cards (for scoring and round tracking), game pieces
Focus	Advanced mental multiplication with random problems

This gameplay is designed to train players in quickly recalling multiplication results from memory. It focuses on speed and mental agility, offering a final step in mastering multiplication skills developed in earlier gameplays.

How to Play

1. On their turn, players roll two dice and multiply the numbers rolled to find the result.
2. The first player to place their game piece on the tile with the correct result and announce the answer out loud wins the round and takes a card to track points. If the result is 100 or higher, the player places their game piece on 100+.
3. The player with the most cards at the end wins.



Prime numbers are highlighted in blue on the front board to help players recognise numbers that can only be made by multiplying 1 with themselves. In Gameplays 6 and 7, this visual aid allows players to quickly identify numbers that are less common as multiplication results, making it easier to find correct answers.

Educational Mode

This mode helps children understand mathematical operations through physical movement of game pieces on the board. Addition and subtraction are practiced on the front side of the board, while multiplication and division are practiced on the back side. Illustrated examples can be found at the end of the manual. Here's how to use it for different operations:

Addition

To solve an addition problem, start by placing the piece on the starting number. Move the piece down in rows to add tens and horizontally to add ones.

For example, to solve $58 + 28$: Start at 58, move 2 rows down (adding 20) to 78, then 8 steps right to find the answer: 86.

Subtraction

To solve a subtraction problem, start at the higher number. Move the piece up in rows to subtract tens and to the left to subtract ones.

For example, to solve $55 - 39$: Start at 55, move 3 rows up (subtracting 30) to 25, then 9 steps left to find the answer: 16.

Multiplication

To solve a multiplication problem, place one piece on the first number in the left column and another on the second number in the top row of the multiplication grid. Move them toward each other until they meet at the product.

For example, to solve 6×7 : Start by placing pieces on 6 (left) and 7 (top), then move them toward each other to find the product: 42.

Division

To solve a division problem, place the piece on the divisor in the left column of the multiplication grid. Move right along the row until you reach the dividend, then move up to the top row to find the answer.

For example, to solve $81 \div 9$: Start at 9 (left), move right until you reach 81, then move up to find the answer: 9.



You can also use Mathepotamia Flash Cards of a selected level to practice specific arithmetic problems. While not required, they can help structure learning.

Additional Resources

Mathepotamia Questbook: The Gateway of Wonders

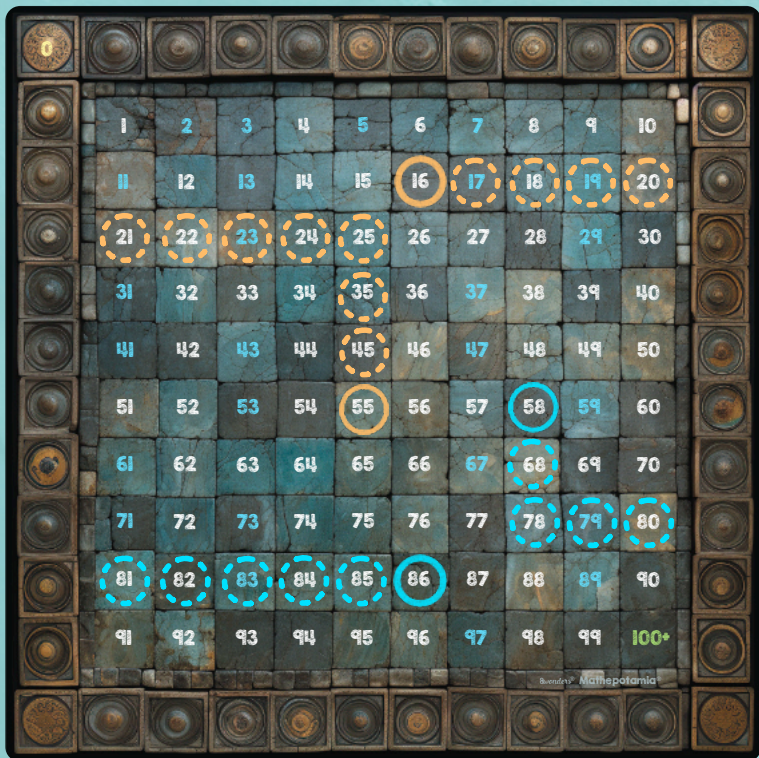
A fun and magical way to assess your child's math skills without them even realizing they are being tested - all through an exciting adventure! Download it for free at www.mathepotamia.com/quest or scan the QR code.



Looking for the latest manual updates or additional languages?

Visit www.mathepotamia.com/manuals.

We wish you an exciting journey through Mathepotamia - where numbers become adventures, challenges build confidence, and learning feels like magic!



$58 + 28 = ?$
 $58 \downarrow 2 \rightarrow 8 \gg 86$

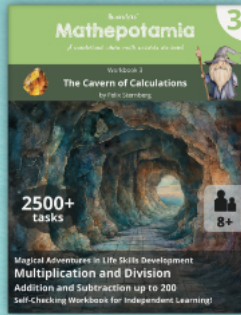
$55 - 39 = ?$
 $55 \uparrow 3 \leftarrow 9 \gg 16$



$6 * 7 = ?$
 $6 \rightarrow, 7 \downarrow \gg 42$

$81 \div 9 = ?$
 $9 \rightarrow 81 \uparrow \gg 9$

Unlock Your Child's Math Superpower with Mathepotamia Workbooks!



What if your child could discover hidden math confidence that lasts a lifetime?

These **self-checking** workbooks match each game level, turning practice into a magical learning journey – kids feel like they're just playing – but each page quietly builds focus, independence, and real-world problem-solving skills.

The perfect companion to the game – one builds skills, the other brings them to life.

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Join the Mathepotamia Heroes Club!

Are you still waiting for that moment when math finally “clicks” for your child?

Whether it’s a spark, a breakthrough, or just a small step forward — your story matters.

Sharing your story can help you see how far you’ve come — and let other families know they’re not alone.

Join our exclusive Heroes Club and share what you’ve experienced so far.

Each month, a few families receive special rewards — just our way of saying thanks.

Scan the QR code below or visit:
www.mathepotamia.com/heroes



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