

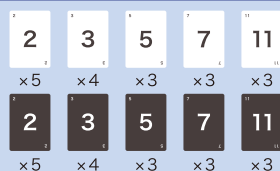
素数スピード

Prime Number Speed

2 players 5 min AGE 10 ~

Component

Prime Number Card(x36)



Finish Card



Composite Number Card (x72)



Instructions



x1

Answer list



x1

Terms

Prime Number	A natural number that is not a product of two smaller natural numbers. 2, 3, 5, 7, 11 etc.
Composite Number	Positive integer with three or more divisors
Prime Factorization	expressing a composite number as the product of its prime factors.
Hand	Stock of Prime Number Cards
Layout	Prime Number cards drawn from the hand and in visible state
Stock	Stock of Composite Number Cards
Subject	Composite Number Cards drawn from the Stock and in visible state

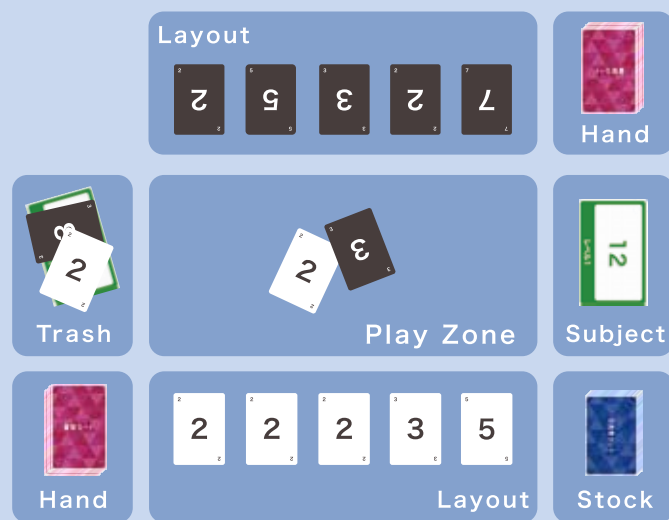
Goal

Play Prime Number Cards to prime factorize Composite Number Card, and play up the cards in your hand before your opponent does!

Game Flow

- 1 Select the level of Composite Number Cards and shuffle
- 2 Sort Prime Number Cards by color and shuffle
- 3 Put the Finish Card at the bottom of the hand
- 4 Lay out 5 cards from your hand face up
- 5 Decide who turns over the Stock first
- 6 Reveal a Composite Number Cards (Game Start!)
- 7 Calculate and play Prime Number Cards as quickly as possible
- 8 When there are no more hand to play, discard the cards in Play Zone.
- 9 Repeat 6 ~ 8
- 10 You win when Finish Card is revealed on the field from your hand.

Preparation



1 Select the level of Composite Number Cards and shuffle

Before starting the game, choose which level of cards you want to use and shuffle the cards of that level. The difficulties of each level are as follows.

LEVEL	Difficulty
1	For elementary students
2	For junior high school students
3	For high school students and up
4	For the Enthusiast

!NOTE You can choose one level or mix several levels, like "Level 1 + Level 2"

2 Sort Prime Number Cards by color and shuffle

Prime number cards come in white and black. Divide the cards into two sets by color. This becomes each player's hand. The number of prime number cards each player have is as follows.

Subjects	2	3	5	7	11
LEVEL 1・2	5	4	3	3	None
LEVEL 3・4	5	4	3	3	3

Attention!!

Once you have prepared your hand, turn it face down and shuffle it well.

3 Put the Finish Card at the bottom of the hand

Insert the Finish Card at the bottom of the hand.



4 Lay out 5 cards from your hand face up

The cards can be oriented so that they are easy for you to see. At this time, if only two or less types are drawn, such as "2,2,2,5,5", you may shuffle and draw five cards again.

5 Decide who turns over the Stock first

Decide who flip the first Composite Number Card by rock-paper-scissors-scissors.

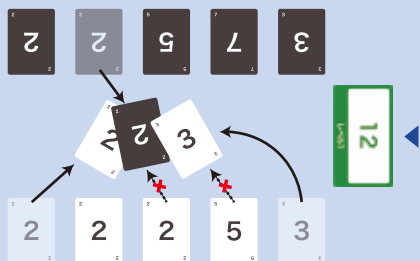
Play

6 Reveal a Subject Card (Game Start!)

One player flips the top card of the deck and gives the number that will be the subject of the game. The first person to turn over is chosen by 5, and the second and subsequent turns are alternated. Put the subject card aside horizontally so that both players can see it easily.

7 Calculate and play Prime Number Cards as quickly as possible

Prime factor included in composite number cards can be played out of Layout. Prime number cards are slid forward to the play zone. Please move it large enough to show that you have played it. **First come, first served, so play quickly!**

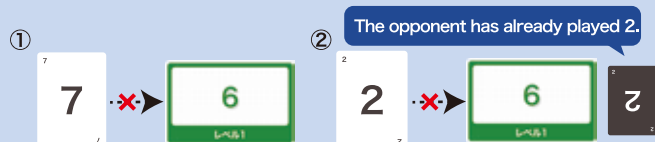


Prime cards can be supplied from your hand as they are reduced by taking them out. However, only up to 5 cards can be served. If you put out more than 6 cards, please return them to your hand immediately.

•Playing a card by mistake

The following cases are considered as mistakes, and the player cannot play prime number cards until a new subject card is played.

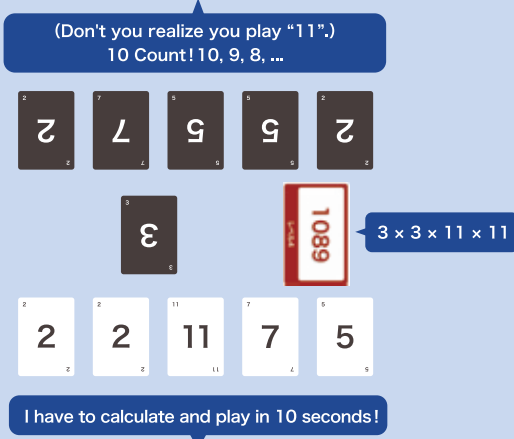
- ① The prime number is not included as a prime factor
- ② The prime number that has already been played



If both players make a mistake, go to 8

•10 Count

A player who has no more cards to play may declare a "10 count" that can force the field to discard after 10 seconds. Once you declare a "10 count," force a transition to 8 after 10 seconds. **However, the player who declares "10 count" cannot play a Prime Number Card until a new Subject is played.**



8 When there are no more hand to play, discard the cards in Play Zone.

In the following cases, both players must stop playing cards and discard the Composite Number Cards and the Prime Number Cards they played.

- When both players agree to discard them
- When both players cannot play any more Prime Number Cards
- When "10 counts" is completed

9 Repeat 6 ~ 8

Attention!

10 You win when Finish Card is revealed on the field from your hand.

- x 3 When the Finish Card is revealed from the hand, the player wins the game. When the finish card is revealed, any prime cards remaining in the layout do not need to be played.

FAQ

Q. Can elementary school students play this game?

A. **Yes. This game can be played by elementary school students if they can divide!**

Q. Toward the composite number card "24", the opponent played a "2" card. Can I play any more "2" cards?

A. **Yes. Since 24 can be prime factorized to $2 \times 2 \times 2 \times 3$, you can play up to a total of three "2" cards. Therefore, even after the opponent has played one card, up to two "2s" can be played.**

Q. With other cards still available for play, two players simultaneously play a "2" card. How to handle it?

A. **The winner of the rock-paper-scissors game can play the card. At that time, discard the cards in the play zone. (Because it creates thinking time)**

Q. Both players misplayed. How to move it?

A. **Discard the cards and restart the game with a new Composite Number Card.**

Q. While I was trying to play a prime number card, my opponent played the same card, resulting in me playing a card I should not have played.

A. **If a player is ahead of you while you are playing a card, it is not mistake. Return the card you played immediately and continue the game.**

Q. Finish Card is revealed before all the prime cards have been played. Should I keep playing the game?

A. **No. When Finish Card is played, end the game. It is not necessary to play all the prime number cards.**

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