

2-4

6+

# MATH-A-KAZAM!

Case Pack: 6  
Sku: 48139W

2 to 4 Players • Ages 6 and Up

The Equation-Making Game for Math-A-Magicians!

Using the magic wand each player draws numbers from the cauldron to create a math equation in 30 seconds. Players earn one point for each number chip and two points for each magic jewel chip used in a successful equation. Drop a chip and you lose your turn! Play can be adjusted to include addition, subtraction, multiplication or division. The magician with the most points wins!



**INCLUDES  
MAGNETIC  
MAGIC  
WAND!**

Call out the function as you go!

2 points for a JEWEL CHIP!



**Math-A-Kazam! was created by Peggy Brown, the INVENTOR of Q-BITZ!**

Contents: Magnetic Wand, Cauldron, 60 Number Chips, 10 Magic Jewel Chips, Timer, Instructions