

EQUATIONS SCORING CHART

Scoring after a NOW Challenge

Player	Correct	Incorrect
Challenger	6	2
Mover	6	2
Third Party Joining Challenger and Challenger Correct	4	2
Third Party Joining Challenger and Challenger Incorrect	6	2
Third Party Joining Mover	6	2

Scoring after an IMPOSSIBLE Challenge

Player	Correct	Incorrect
Challenger	6	2
Mover	6	2
Third Party Joining Challenger	4	2
Third Party Joining Mover	6	2

Scoring at the End of a Match (Round)

Three-Player Match	
First place alone	6
Two-way Tie for First	5
Three-way Tie for First	4
Second Place Alone	4
Tie for Second	3
Third Place Alone	2
Did Not Play	0

Two-Player Match	
First place alone	6
Two-way Tie for First	5
Second Place Alone	4
Did Not Play	0

-1 Penalties

1. Picking an illegal variation
2. Taking too much time (after a 10-second countdown)
3. Making a Bonus move while ahead in the match
4. Illegal Challenge

Last Cube Procedure

1. If one cube remains in Resources, the next Mover must either play that cube to Required or Permitted or challenge Never. When the cube has been moved, each player has two minutes to write an Equation. A correct Equation earns 4 points; an incorrect Equation scores 2.
2. An opponent may challenge Never against the player who moved the last cube from Resources to Required or Permitted provided the challenge is made by the end of the first minute for writing Equations. If the challenge is made, the Mover (and the Third Party if siding with the Mover) has the rest of the original two minutes to write an Equation.