

# GO T IT!

A TENSE RACE TO FIND THE HIDDEN FORMULA

## INTRODUCTION

You are in a race to discover the hidden formula in a 6x6 matrix of numbers and operators! The first player to find 5 adjacent tiles (3 numbers and 2 operators) that equal the Goal card wins that card. Whoever has solved the most formulas at the end of game is the winner!

## COMPONENTS

- 36 Formula Cards (orange cards:18 operators and 18 numbers)
- 34 Goal Cards (blue)
- These rules

## GAME SET-UP

- 1) Separate the blue Goal cards from the orange Formula cards.
- 2) Separate the 18 operators (+, -, x, and wild) and the 18 numerals into two stacks and shuffle each stack.
- 3) Deal out and place the number (N) and operator (O) formula cards randomly in an alternating pattern as shown below:

NOTE: During setup, you may note that a multiplier (x) is in between a group of large numbers. If so, feel free to swap it with an

N	O	N	O	N	O	14	x	2	-	4	+
O	N	O	N	O	N	+	4	x	9	+	13
N	O	N	O	N	O	7	WILD	10	+	2	-
O	N	O	N	O	N	-	1	+	5	+	3
N	O	N	O	N	O	12	x	1	-	11	+
O	N	O	N	O	N	-	3	x	8	x	6

operator that is surrounded by smaller numbers. This makes the game easier to play, as large Goal numbers are not commonly used.

- 4) Shuffle the blue Goal Cards and place them face down in a pile. Draw the first Goal card and place it face up next to the draw pile.

## GAME PLAY

All players at once race to find a 5 card formula made up of 3 numbers and two operators on the 6x6 grid of Formula cards that equals the number shown on the Goal card that was turned up in step 4 above. The chosen formula cards must be horizontally or vertically adjacent, in a chain, and no card may be used twice in the formula. The player who finds a formula first says "Got It!" and taps the five cards to indicate where he or she found the solution.

For example, using the grid shown below, if an "8" had been turned up as the Goal card, then a player may have discovered the sequence "3 x 1 + 5" in the grid, and shouted "Got It!", then tapped the 3, x, 1, +, and 5 Formula cards to indicate where he or she found the answer (3x1)+5=8. The player then takes the Goal card as 1 point.

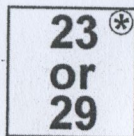
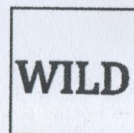
14	x	2	-	4	+
+	4	x	9	+	13
7	WILD	10	+	2	-
-	1	+	5	+	3
12	x	1	-	11	+
-	3	x	8	x	6

NOTE: Players may insert parentheses in their formula any way they wish, so the formula  $3x1+5$  could result in either  $(3x1)+5=8$  OR  $3x(1+5)=18$ . The same five cards could have been used for either goal number. The player can announce how the equation is bracketed as they tap the cards to show the other players the solution.

Once a card has been won, another Goal card is turned face up from the draw pile. A player who says "Got It!" and cannot show a correct formula in about 5 seconds cannot win the current Goal Card and must wait until the next Goal Card is turned face up to once again participate (though you can play without this rule if you wish...there is a lot of "Got It...uh, no I don't" during the game).

The WILD operator may be counted as any operator (+, -, x) in the normal game. For math wizards, it can also be used as any other operator they can think of if all players agree to it at the beginning of the game (such as division, modulo, or exponentiation).

Some Goal cards have two numbers printed on them. A player need only find a formula for one of the two Goal numbers to win that Goal card.



On rare occasions, no one will be able to find a solution for a certain Goal card. When all players are satisfied that there is no solution, the Goal card is put aside. Once the draw pile has been depleted, all the Goal cards that have been put aside are shuffled and turned face-up one at a time. Players may then try to find a formula using 7 adjacent cards (4 numbers and 3 operators). If a formula still cannot be found (very unlikely!) then the Goal card is

put aside and not counted during the current game.

## SCORING

When all the Goal cards have been awarded, the player who has collected the most cards wins the games. Players who tie share the victory!

## FOR YOUNGER PLAYERS

For very young players, you can limit the grid to (+) and (-) operators and the 17 Goal cards numbered from 1 to 20. These cards do not have an asterisk (\*) on the upper-right corner of the card (see sample layout). In this version, players are still required to use 5 cards to get the Goal.

9	-	2	-	4
+	4	+	8	+
7	-	3	+	2
-	1	+	5	+
6	+	1	-	3

## CREDITS

Game Design: Tom Jolly  
 Playtesting: Sarah Ainsworth, Brittany Jolly, Ed and Michelle Jolly, the Stapletons, Ray Lee, Rick Cunningham, Dave Johnson, Mike Murphy, Dan Andoetoe, Seth Jaffee, Aldo Ghiozzi, and a lot of other suffering friends and convention attendees. Thanks!

## ALSO CHECK OUT

[www.jollygames.com](http://www.jollygames.com), or  
[www.boardgamegeek.com](http://www.boardgamegeek.com) for variants and notes on Got It!

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