

GAINEY'S MATH BOX GAME

GAME INVENTOR

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GAME CREATED IN 2015

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3/23/2026

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GAINEY’S MATH BOX GAME

Overview, Objective, Game Contents and Set Up

Game Overview Pitch:

This is an educational board game that transforms fundamental mathematics learning for students in grades 4 through 10 into an interactive, engaging gameplay experience. This game also provides movement-based board play with knowledge and critical thinking skills.

Objective:

The objective of the game is to move your flicker along progressively without being subjected to the “coola”, or without being hit by your opponent’s cap. Ultimately, a player wants to move his/her cap in sequential order to the game board number 21; then move backwards back to game board number 1.

• Board Game and Floorboard Game Contents:

- Game board
- Game box
- Rules
- 5 caps/tops
- Math Problem Cards

Setting Up (Assembly) - Board Game and Floorboard Game

Carefully pull the game board out of the container so game is facing upward. Issue caps/tops to players. Place the cards in a pile face down.

GAINEY'S MATH BOX GAME RULES



Game Ages (7+)

Game Created in 2015: By Larry M. Gainey Sr.

Rules:

1. Unlimited players, preferably no more than four (4).
2. Players decide amongst themselves who goes 1st, 2nd, 3rd, etc.
3. Each player starts on or behind the number 1 box.
4. Players are to flick their cap/top in the air or onto the board to go to the next box.
5. If a shooter hits another player's cap they can move automatically to the next numbered box (only after they have already arrived in box numbered 2).
6. One hit counts for one point.
7. Once a player has established themselves inside their box, that same shooter can shoot again for their next box
8. SPANNING- Spanning is the process of placing one hand from your cap to an opponent's cap, then tapping caps together. This process is worth 2 points if and only if you finish the process by hitting the opponents cap. If you miss hitting your opponent your turn for the time is over.
9. Spanning can only occur while only in the box the player has already established.
10. A player can also span and hit his/her opponent inside or outside the "coola".
11. Hitting an opponent's cap inside the "coola" is worth 5 points not including a span.
12. Hitting an opponent's cap outside the "coola" is worth 7 points not including a span.
13. Play is concluded when the first player goes around the board sequentially and returns to box
14. If your cap lands inside the "COOLA", You can not proceed with your turn until someone knocks you out of the "COOLA" or pick a math card that has a math question that you must respond correctly to. Otherwise, you lose your turn.

Storage

When you have finished playing:

1. Place caps/tops inside the bag and place in the stoargae container.
2. Put the game board to the center of the box container.
3. Place all items inside the container.

Gainey's Math Box (GAME BOARD)



GAINY'S MATH BOX
GAME CAPS



GAINEY'S MATH BOX

GAME CARDS



Gainey's Math Box (CHILDREN PLAYING)



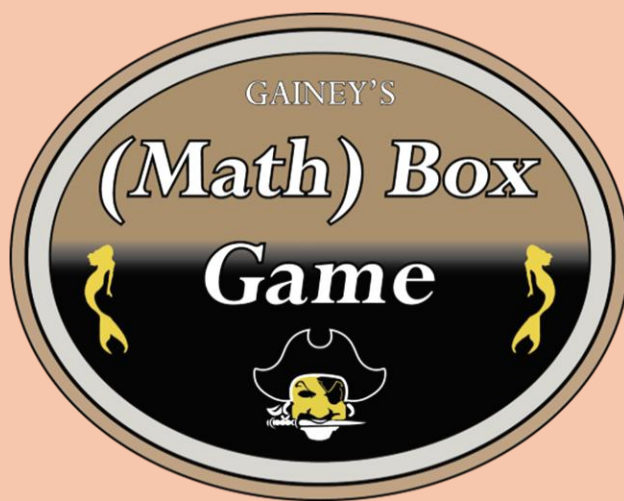
GAINEY'S MATH BOX GAME COMPANY LOGO & CONTACT INFORMATION

Created Through the Game Inventor
Mr. Larry Gainey's Company

"Gainey's Math Box Game"

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VIDEO LINK OF GAINLEY'S MATH BOX GAME

<https://youtu.be/F8ANRpAlrJo?si=2nufBKcwK31TAmQq>