



+ ¡MIA! -

¿Te sumas o te restas?

Rulebook



ENGLISH
RULEBOOK



is a frenetic game in which you will have to prove that you are the fastest at adding and subtracting numbers.

Obtain points by solving operations before other players. At the end of the game, whoever has the most points is the winner.

Components

55 Operation
cards



69 Number
cards



Set-up

Shuffle the number cards and deal 5 to each player. Place the rest of them face down, forming a deck on the table.

Shuffle the operation cards and form a deck with them. Place them face down next to the numbers deck.

The oldest player will be the starting player.

How to play

The starting player quickly flips the top card of the operations deck and plays it face up on the table within reach of all players.

Everyone, included the one who revealed the card, checks the cards in their hand and tries to be the first one to solve the operation.

They will use only **2 number cards** from their hand, adding them up or subtracting them, to solve any of the two options that appear on the operation card.



Get a result of 5 by adding two of your cards or a 4 by subtracting them.

When you think you have solved either of the two operations, quickly throw your two number cards at the operation card and shout ¡Mía! (mine).



8 minus 4 equals 4



The fastest player will have to prove that their addition or subtraction is correct and they have not made a mistake.

- **If it is correct**, the player obtains the operation card and keeps it next to them; they retire the two used cards face up forming a discard pile. Then, they draw 2 new cards from the deck.
- **If you've made a mistake**, the rest of the players can immediately try again to resolve the operation. The first one to get the correct result will get the operation card.

Players who have made a mistake set aside the two number cards they have used. They cannot use these cards to solve the next operation and must play the next round with only 3 cards in hand. Afterwards, they will get these two cards back.

The player who completes the operation correctly will be in charge of lifting the next operation card. In case no one succeeds, the player who revealed the operation card will flip a new one and place it on top of the previous one. The first player who manages to solve one of the new operations will get the bonus and take all the piled up cards.

Scoring

Each operation card obtained is worth 1 point. In addition, there are special cards with a value of 2 and 3 points.



At the end of the game, the player with the most points wins the game.

Special cards



Extra time

Whoever plays one of these cards on the table will get 5 extra seconds to solve the operation. During this time no other player can solve it.

To measure the time, the other players will count out loud to 5. Once the time is up, any player can solve the operation.

Wild card

You can use this card as any number from 1 to 9 of your choice. Remember that you must solve the operation after saying "Mía"!

Recycling

Upon revealing this card from the operations deck, everyone must randomly take 2 cards from the hand of the player sitting to their right. Then, discard this card and reveal a new operation card.

Twister

All players pass all cards from their hand (including the special ones) to the player sitting to their right. Then, discard this card and reveal a new operation card.

Mirror +/-

Reverse the operation symbols of the next card.

Draw a new operation card and solve it with the symbols changed: The "+" will be "-" and the "-" will be "+".



Players will have to get a 4 by subtracting or a 3 by adding.
Once the operation is solved, discard this card.



Game modes

Express (2 to 4 players)

The game ends once the **numbers deck** runs out of cards. Each player counts their points and the one who has achieved the most is the winner.

Party (2 to 6 players)

The game ends once the **operations deck** runs out of cards. The player with the most points is the winner.

When the numbers deck runs out of cards, retrieve all the discard cards, shuffle them, and place the deck face down again.

Canada 47 (2 to 6 players)

Every time a player solves an operation, they will write on a piece of paper the number of the result achieved, regardless of whether it has been an addition or a subtraction.



If the player solves an operation of a sum that results in 6, they will score 6 points. If they solve a subtraction resulting in 1, they will score 1 point.

The first one to reach 47 points wins the game.

In case the number deck runs out of cards and no player has reached this number, shuffle the discard pile and continue playing.

5x5 (Solo mode)

To play the solo mode, remove all special cards from both decks.

Select 25 operation cards at random without including any extra value cards (x2 and x3).

Place them face up randomly forming a 5x5 square, regardless of which way they are positioned.

Take 5 random number cards and form a deck with the remaining ones.

Following the basic rules of the game, use 2 of the cards in your hand to solve any operation of a card whose vertex is not in contact with any other.

Next, remove the resolved operation card and the number cards that you have used. Draw 2 new number cards.

Continue solving operations until none is left in the square.

Remember that you can only solve outermost operations, never those whose two sides are adjacent to other cards.

All the operation cards **must** have one of their sides adjacent to the side of another card, there mustn't be 2 cards joined by a corner.

Children can play with 4x4 or 3x3 grids.



✗ It can not be solved



✗ It can not be solved



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Translations: Ewa Jakubowska

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