

Mantis

Competitive

Ages 7+

Playing time: 10 minutes

2-6 players

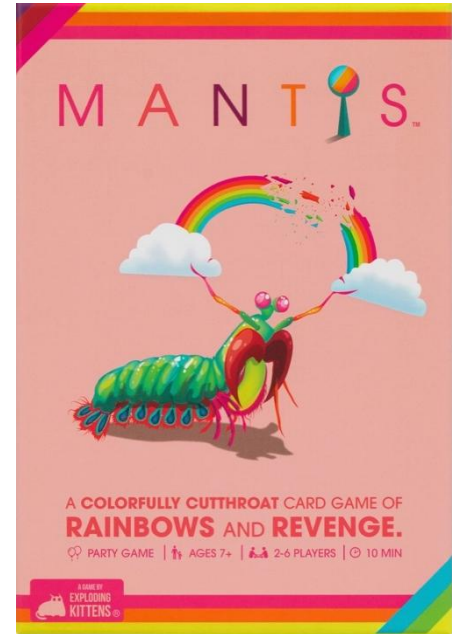
No reading required to play

Math required to play

- ☒ Number recognition up to 10

Time to learn: 10-15 minutes

Strategy level: 
1 goal/
strategy 2-3 goals/
strategies 4+ goals/
strategies



Collect matching sets of mantis shrimp cards by stealing or scoring! In Mantis, on your turn you can do only one of two things: steal from other players or score using your own cards. But watch out, because other players might have a chance to steal their cards back before you get a chance to score! The first player to collect 10 cards in their score pile wins the game!