

THE RULE BOOK

INTELEXER – S

YOUNG SCHOLARS' GAME

SECONDARY EDUCATION

GRADES 9 - 12

WHERE APTITUDE, IQ, AND SKILLS ARE TESTED

2 OR MORE PLAYERS AND 1 UMPIRE

- **Intelexer - S** is an educational game and an evaluative tool to help enhance and test a child's aptitude, IQ, and skills in secondary Algebra and Number Theory, Measurement, Geometry, Trigonometry, Functions, Data Analysis and Statistics, Discrete Mathematics, Pre-calculus and Calculus, Physics, Chemistry, Biology, and Social Studies.
- **Intelexer-S** allows students or players to have fun and at the same time explore rigorous secondary **Mathematics, Physics, Chemistry, Biology, and Social Studies** questions and problems with ease and simplicity. Instead of playing the entire game in all five categories, players could select only one category, example, Mathematics. Or players could select two or three categories out of the five. The game ends after a player answers the last question. The player with the highest score wins the game. Or players could decide to end the game at anytime but the player with the highest score wins the game.

Additional details and rules will be made available upon request. If interested, please click on the “contact” button and process your inquiry. Thank you.

