



A fast-paced card game that builds addition and subtraction skills! Pick & pass cards as fast as you can to make math equations. The first player to make three correct equations wins!

**Object of the Game:** *Be the first player to make three correct addition/subtraction equations.*

**Set Up:** *Separate the number cards (purple cards with yellow numbers) from the black sum/difference cards (black cards with green numbers). Stack the black cards face-down in the center of the table. Deal out all the purple cards to the players. Players start with 3 purple cards in their hands and stack the rest of their purple cards face down to their right (this is their draw pile).*

**Game Play:** *One player turns the top black sum/difference card face-up in the center of the table and says, "Go!" All players simultaneously try to make a number sentence equation by using the purple cards and the black sum/difference card in the center. Players can add or subtract any two or three-number card combination, to equal the black card. [NOTE: There are no cards for math symbols (+, -, =) included in the game. Players should just place the number cards side by side on the table.] If a player cannot make an equation, he discards one purple card to his left, and takes a new purple card from his draw pile. He continues drawing and discarding until he can make an equation. Players may not have more than 3 purple cards in their hand at any time. If a player can make an equation, he takes the black card from the center and immediately turns over the next black card. Then he sets all the cards used to make his equation aside, draws new purple cards and continues playing. All players are drawing and discarding at the same time – as fast as they can. If a player's draw pile runs out, he draws cards from the player on his right's discard pile. Players yell "snap" as they take the black card to make their first equation, "it" when they make their second, and "up" when they make their third. All players stop when one player yells "up." Then that player shows the three math equations he made. If his equations are correct, he wins! If any part of the equation is incorrect, the black card from that equation is returned to the center pile and play continues.*

**Wild Card:** *This card may be used to represent any purple number card a player chooses.*

**Simplified Game Play:** *Play is similar to above, but instead of passing the purple cards out, they are spread out face-down in a circle around the stack of black cards. Each player will take one black card and place it face-up in front of him. Each player will use his own black card to make an equation. One player says, "go" and all players draw 3 purple cards and try to make math equations. If a player can't make an equation, he discards one purple card by returning it face-down to the circle of cards and draws a new purple card. Players may not have more than 3 purple cards in their hand at a time. If a player makes an equation, he sets the sentence aside and draws a new black card. Players continue drawing and discarding, trying to make 3 equations. Players yell "snap," "it," and "up" as they make each equation. The first player to make three correct addition/subtraction equations wins!*

*Note – Both game variations work great in teams!*



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