

Mission 5



AGE
3+

PLAYERS
2-5

CONTENT

50 cards as follows:

- 5 cards "1"
- 5 cards "2"
- 5 cards "3"
- 5 cards "4"
- 5 cards "5"
- 5 cards "6"
- 5 cards "7"
- 5 cards "8"
- 5 cards "9"
- 5 wild cards "?"

HOW TO PLAY

1. In each turn, players have to achieve "5" making mathematical operations with their cards.
2. The starting number is always the number of the card that is face up in the discard pile.
3. Players say the mathematical operation that they want to combine with the card on the table and the one they are playing. Example: you have a "3" in the discard pile. You can play a "2" and say $3+2=5$.
4. You can play one or two cards in each turn, depending on the level you are playing. Example: you have a "3" in the discard pile. You can play a "2" and say $3 \times 2 = 6$ and play another card with a "1" and say $6 - 1 = 5$. In a two-card combination the second card you play is a sequence of the previous mathematical operation. In this case the previous was a "6".
5. Since you are trying to get rid of all of your cards, you should try playing two cards in each turn. The operations available depend on the level you are playing (check Levels).
6. If you can't do any operation, your turn is over, but you have to draw 1 card from the discard pile. That card can't be played and it's next player turn to play.
7. If the card turned over to start the game is a wild card "?", that card must go back to the draw pile and another one must be turned in order to start the game.
8. When a player ends his turn with a wild card "?", the number valid for the next player play, is the same that was chosen before by the player who played the wild card "?".

THE WILD CARD "?"

With the wild card, you can choose any number from 0 to 9. With this card you can also combine numbers without an operation. When combining numbers, the wild card is the second number in a two-number number.

Example: "1" in the discard pile and you have a "2" and a "?" in your hand. You can play "1" (the card in the discard pile), + "2" (your card), + "2" (value that you choose for the wild card) that equals "5". You can also play "1" (the card in the discard pile), combined with "0" (value that you choose for the wild card), that will make "10", and then divide by "2", that equals 5.

This card develops strategic thinking, because there are endless possibilities to choose from.

STARTING THE GAME

1. Choose the first player to deal the cards.
2. Deal cards to each player (check Levels).
3. Stack the remaining cards face down to be used during the game (making the draw pile).
4. Turn over the top card of the pile to start the game from that number (making the discard pile).
5. The player to the dealer's right goes first and the game keeps going anticlockwise.

LEVELS

LEVEL 1 – Practicing Addition

Mathematical operation: Addition

Cards to deal: 3 to each player

Card numbers in deck: 1 to 4 – 20 cards (all other cards aren't used in this level)

Players: 2-4

LEVEL 2 – Practicing Subtraction

Mathematical operations: Addition and Subtraction

Cards to deal: 4 to each player

Card numbers in deck: 1 to 5 – 25 cards (all other cards aren't used in this level)

Players: 2-4

LEVEL 3 – Practicing Multiplication

Mathematical operations: Addition, Subtraction and Multiplication

Cards to deal: 5 to each player

Card numbers in deck: 1 to 9 – 45 cards (wild cards "?" aren't used in this level)

Players: 2-5

LEVEL 4 – Practicing Division

Mathematical operations: Addition, Subtraction, Multiplication and Division

Cards to deal: 7 to each player

Card numbers in deck: 1 to 9 – 45 cards (wild cards "?" aren't used in this level)

Players: 2-5

LEVEL 5 – Developing strategic thinking

Mathematical operations: Addition, Subtraction, Multiplication and Division

Cards to deal: 5 to each player

Card numbers in deck: All – 50 cards

Players: 2-5

LEVEL 6 – Practicing negative numbers

Mathematical operations: Addition, Subtraction, Multiplication and Division

Available: Negative numbers (you can do operations that equals a negative number: "4" - "5" = "-1" and then "-1" + "6" = "5")

Cards to deal: 7 to each player

Card numbers in deck: All – 50 cards

Players: 2-5

EXPERT LEVEL – Practicing Exponents

Mathematical operations: Addition, Subtraction, Multiplication and Division

Available: Negative numbers and Exponents (Exponents work like a mathematical operation and count one play. For example, you can say "3" exponent "2" that makes "9" in a one play move, or "3²" = "9" and then "9" - "4" = "5" in a two play move)

Cards to deal: 7 to each player

Card numbers in deck: All – 50 cards

Players: 2-5