

DECOY

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RULES

This game is a competitive game in which players try to earn the most points across two rounds.

SET UP: Place the number cards 1-10 face-up in a row, ordered lowest to highest.

The Starting Player is the player who can calculate $17 * 34$ the fastest in their head.

Win when: At the end of round 2, have the most points.

Round 1: Each player chooses a color and gets those respective cards. Players take turns starting with the starting player and continuing clockwise by playing 1 card on top of a number card that does not already have a number on top of it. The round ends when all players have placed exactly 1 card. Score this round, then reset the game to the SET UP position.

Round 2: This is the same as round 1, except players now continue until they play 2 cards. Additionally, 1 card is a "decoy" that does not count during scoring.

Scoring: Players get 1 point for every number their card is closer to than any other's card. This includes the number that their card is on. Neither player scores points for ties.

RULES pt. 2

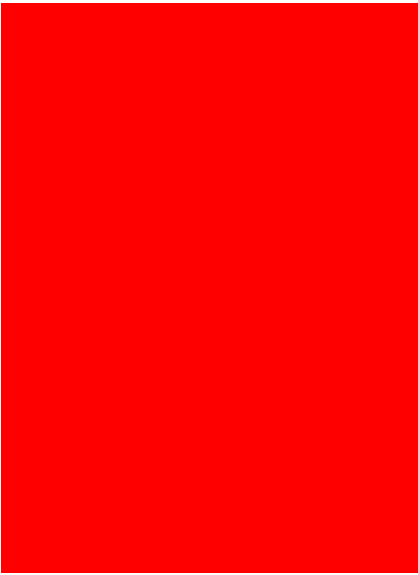
Changing the starting player: The starting player should rotate clockwise between rounds, and you can keep track of this with the starting player card.

Ties: If 2 or more players are tied at the end of round 2, then play a third round.

Round 3: This is the same as round 1, except now the decoy card also counts during scoring.

Additional rounds: If there continue to be ties, play additional rounds under round 2 rules but remove the highest number each time. This can make it so that a move is impossible because there are no available numbers to play a card on: in this case, immediately end the round.

www.jorgezhang.com/number-line



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