

Sum What

Directions (2-4 players; each player needs this playing card):

Players take turns rolling two dice. On each turn the player may cover the sum rolled on the dice of any two numbers that are still uncovered and that add to the sum rolled. For example, if a sum 9 is rolled first, the player may cover: 9, or 2 and 7, or 3 and 6, or 4 and 5. As the player covers the numbers, s/he must say, "1 rolled 9. 2 + 7 equals 9." The player may also cover two numbers whose difference equals the sum rolled. In this case the player must say, "1 want to cover the 12 and the 3 because 12 minus 3 equals 9" (or 11 minus 2). Players may also multiply and divide. Later in the game, if the sum of 9 is rolled by that player again and the 5 is already covered, the player cannot use the 4 and 5 combination and must play one of the other open possibilities. When a player cannot play, s/he is "stuck" and has a score of the sum of the uncovered numbers. Play continues for the other player until they are stuck. The last person to go out will not necessarily win; the person with the LOWEST score wins. For example, Player A has 10 and 6 and 3 uncovered, his score is 19. Player B has 4 and 7 uncovered, his score is 11 and he wins.

