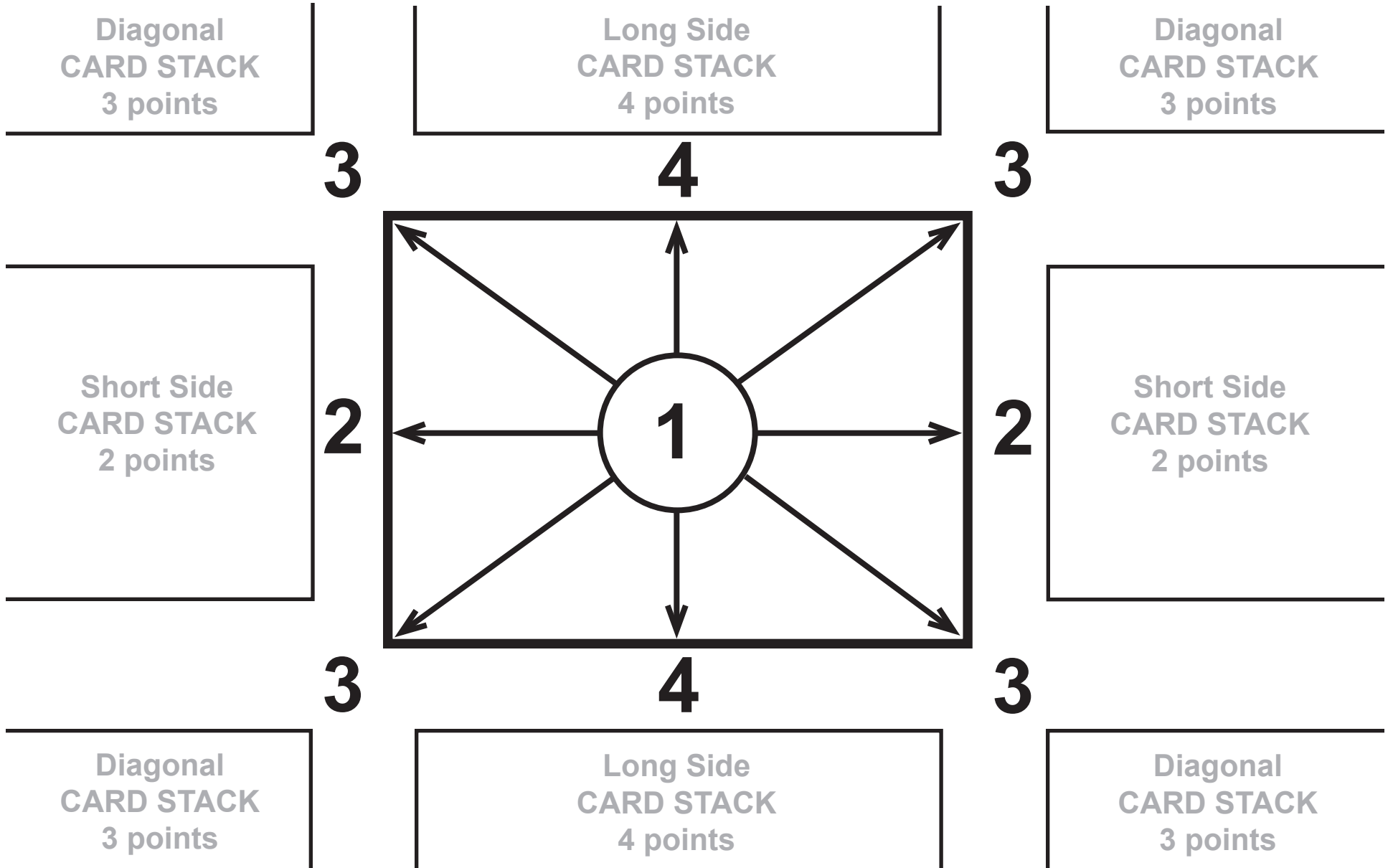


“Triple Play”

Score 55 - Turn'Em Over - Bonus One
Pre-game activities for the Math Pentathlon® game Stars & Bars™



Triple Play - Main Rules and Versions of Play

Rules Across Triple Play:

- * Alternate drawing 4 cards for a hand face up
- * First person drawing a card with stars is the starting player
- * Starting player selects a card from the deck and places it face up in the center rectangle
- * Then starting player selects a card from their hand and places it face up on any of the 9 playing areas
- * After playing a card the player replenishes their hand by drawing a card from the deck
- * Players alternate taking turns
- * Round Game - 2nd player must complete their turn

Game A: Score 55 Game

- * Comparisons are **ONLY** to center card
- * Placement comparison must **equal difference** in order to score
- * 1 way difference can only be scored when placing a card on top of the center card
- * Win by scoring 55 or more at the end of a round
- * Tie if both players score 55 or more at the end of a round

Game B: Turn'Em Over

- * All rules apply from Game A
- * When a card stack contains four cards it is turned over (except the center stack) and can no longer be used
- * Game ends when all outer stacks are turned over and a round has been completed
 - Note: If all outer stacks are turned over, the 2nd player may still place a card on the center stack to score 1 point
- * Win by being at least 5 points ahead of your opponent
- * Tie if score difference is less than 5 points

Game C: Bonus One

- * All rules apply from Game A & B
- * Points can be scored as combination plays
 - Example: If a card scores (2, 3, or 4) during placement and it is exactly one way different from the card it is placed upon, then an additional 1 point bonus is scored.
 - Note: Player does not earn a bonus points for playing card in center, only one point is scored

Next Play the Mathematics Pentathlon® game of Stars and Bars™