

# ADD-IT

## INSTRUCTIONS & RULES

### PURPOSE OF THE GAME

To improve MATH (addition) skills and focus abilities.

### OBJECTIVE

To collect more cards than your opponent(s).

### AGES

5 and up

### NUMBER OF PLAYERS

2, 3, or 4

### IN THE DECK

- There are a total of 60 cards in a deck, six sets of ten cards. In addition, there is an information card (not used for the game).
- Each set is numbered 1 through 10, using distinct sports symbols for differentiation.

### HOW TO PLAY

1. Shuffle the deck.
2. Deal (clockwise) six cards to each player (one by one).
3. Lay 12 cards face-up on a flat surface (e.g. table).
4. Lay the remaining cards to the side (face-down) down, to be used for future dealings.
5. Play one card at a time and collect (together with the card played) additional cards from the table. This can be done in one of the following ways (examples below):
  - collect one card that has *the same number* as the card played. If there are two or more cards with the same number on the table, the player can collect *only one* of them.
  - collect a *group of cards* where the numbers add up to the number printed on the card played. If there are two or more groups of cards where the numbers add up to the number printed on the card played, only one group can be collected.

#### Example:

Cards with numbers 2, 3, 3, 4, 4, 5, 6, 8, 8 are laid on the table. If the player has an '8', he can collect one of the two '8' cards (not both). Also, the player can decide on one of the groups:

- A.  $2 + 3 + 3 = 8$
- B.  $2 + 6 = 8$
- C.  $3 + 5 = 8$ .

The player cannot pick more than one group. In this example the best strategy is to collect based on option A - cards 2, 3, 3. Together with the card showing '8' from the player's hand, a total of four cards will be laid down in player's own stack.

6. The first player will play the first card, looking to collect as many cards as possible from the table. Once collected, the player will start building a stack of 'collected cards' laying them aside.

7. If there are no cards to be collected, the player must lay on the table one card from his own hand.
8. It is not mandatory to collect a combination, even if the player has cards allowing him to collect from the table. The player can choose to wait for the next round if it looks to be more advantageous.
9. When the first player is done, continue with the next player (clockwise), who will also look for opportunities to collect as many cards as possible.
10. When all cards have been played by all players after the first round, a new hand of 6 cards is dealt to all players, and the game continues following the same rules.
11. At the end of the game, after the last round, when all cards have been played and there are no cards left to deal, the player who collected the last card(s) will also collect the remaining cards from the table.

***\*\*Note!\*\* If there are 3 players, each player will be dealt 4 cards for the last round, instead of 6.***

## **END OF GAME**

Each card has a value of one point, regardless of the number printed on the card.

### Short game

- Each player will count their own stack of cards collected.
- The one who collected the most cards is the winner.

### Long game

- The number of cards collected is written down for each player.
- Continue playing until one of the players reaches 201 points.