All the Way to Ten! Game Board

Rolls	Round #	Equation	Points
	1 =		
	2 =		
	3 =		
	4 =		
	5 = -	engelik menerangan kerangan k Pendalah kerangan ke	ts.
	6 =		`
	7 =		
	8 =		
	9 =		
	10 =		

Five Card Equation Game

Object: To reach a target number with all 5 cards by using any combination of operations... addition, subtraction, multiplication and division.

To Play: Deal 5 cards to each player then turn the next card over to be the "target number." Each card is worth the number on its face. An ace equals one. Picture cards have been removed.

- * Each player turns their 5 cards faceup and performs any series of operations on <u>all</u> cards to reach the target number. The cards may be moved around and used in any order.
- * Each card must be used and used only once.
- * Each player who is able to make an equation gets 1 point. Play 4 hands. Most points wins.

* Most but not all hands may be possible.

Sample hand: The target number is 7.











9 minus 3 is 6 divided by 6 is 1 times 8 is 8 minus 1 equals 7.

All the Way to Ten!

Like the 5 Card Equation Game, the object of <u>All the Way to Ten</u> is to reach a target number with as many dice possible by using any combination of operations.

To Play: One player rolls 5 dice (dot dice or # cubes) and uses as many as possible to form an equation equal to a target number from 1 to 10. A player records the equation and scores one point for each die used in that equation.

Sample: Target Number: 2 Dice Roll: 1 5 3 3 6

Equation: $\underline{6}$ minus $\underline{3}$ is 3, plus $\underline{3}$ is 6, minus $\underline{5}$ is 1, plus $\underline{1}$ = 2 6-3+3-5+1=2 (target number) Score is 5 points.