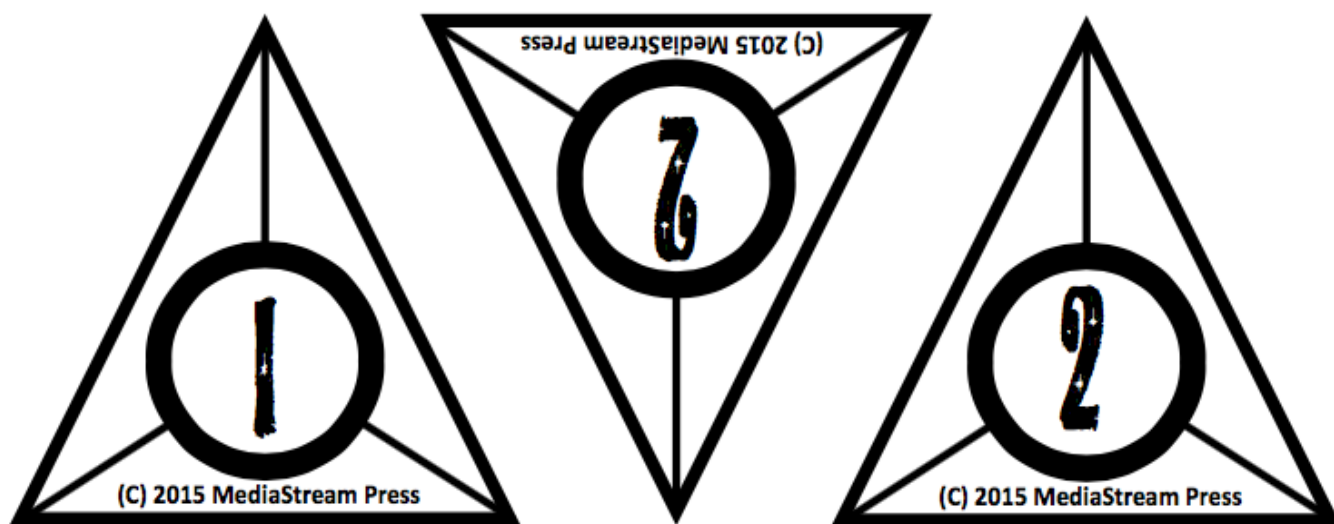


CARD GAME IN A BOOK



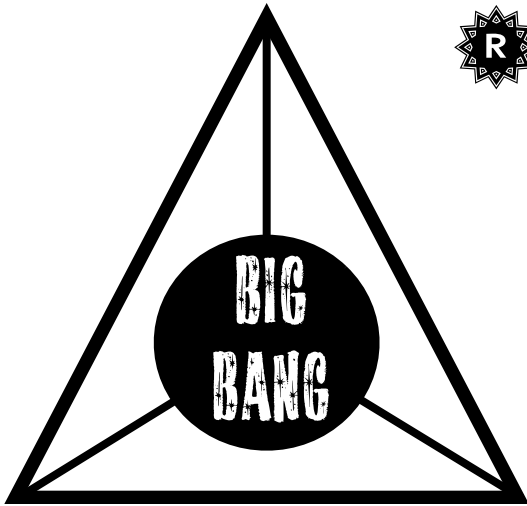
PATTERNS * NUMBERS

STRATEGY * THINKING SKILLS



designed and arranged by:
Andrew Frinkle

RULES



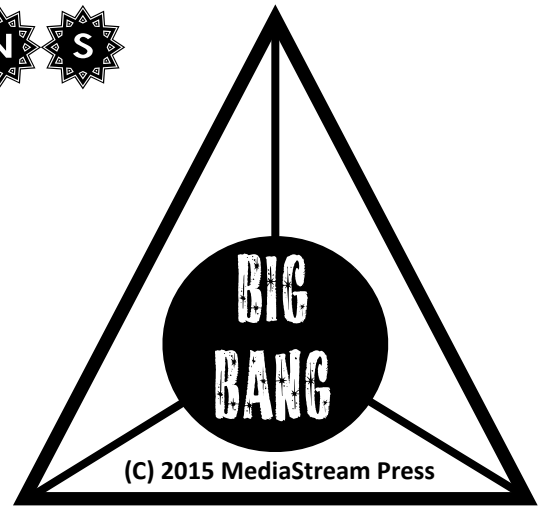
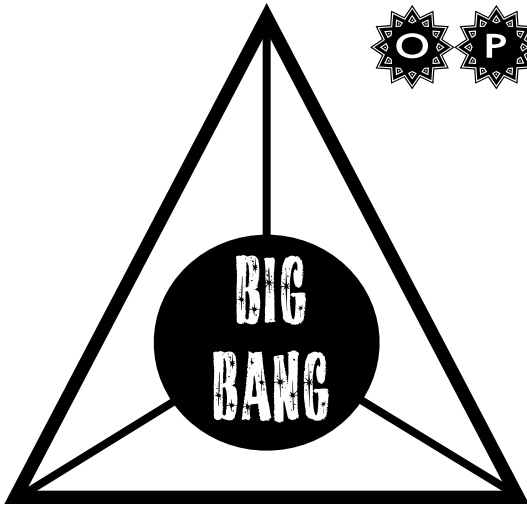
HOW TO MAKE THESE CARDS:

Cut these cards out. Laminating them will prolong their usability. Now you can play! You only need 1 set to play. 2 have been provided so you can race a friend!

RULES:

- **SETUP:** Find the Black Star Card. That's where the whole game starts! Put that in the center of the table.
- **DEAL:** Shuffle the remaining cards. You will find 1 one, 2 twos, 3 threes, and so on up to 7 sevens.
- **FIRST TURN:** Draw 3 cards. You can start by playing any card of any value next to any face of the Black Star triangle. Play more cards next to existing cards of greater or lesser value, if possible. The cards may not be more than 1 value away from the existing cards you are playing it beside. For example, if you played a 4 and it has no neighbors, you can play a 3 or a 5 beside either of its available faces. If you have a spot available between two 4's, you could only play a 3 or a 5, because those numbers would fit without violating the 1-off rule.
- **DRAW:** Once you've played as many cards as you can in your hand, you may draw to replenish your hand back to 3. Repeat the play process. Some planning is required to make enough space for all 28 number cards. Also keep in mind that there are less of the lower-ranked cards, so you have to use them sparingly, setting up for chances to play more of the higher-ranked cards.
- **DEAD HAND:** If you cannot play ANY of the cards in your hand, discard the whole hand and put it in a face-up pile next to the draw deck. You can play the top card of the discard pile at any time, as if it were in your hand, but you may NOT dig under the top card. Any unplayed cards will count against your final score.
- **END OF GAME:** When the deck is gone and you can't play any more cards in your hand or off the discard pile, or if you've played all the cards properly, the game is over. Count how many number cards are down.
- **SCORING:** You get 1 point for properly played number rank card. The Black Star card is worth 0 points. Any Extra Rules Cards you may have played with are worth 2 points each. Higher scores are better! Note that most games are completely winnable, so you might want to challenge the clock!

OPTIONALS



OPTIONAL RULES:

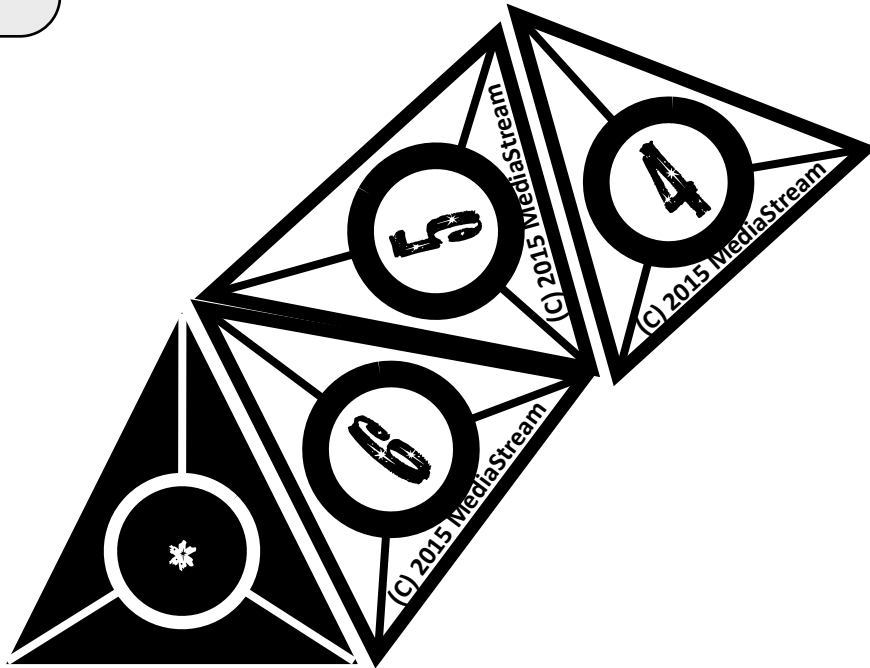
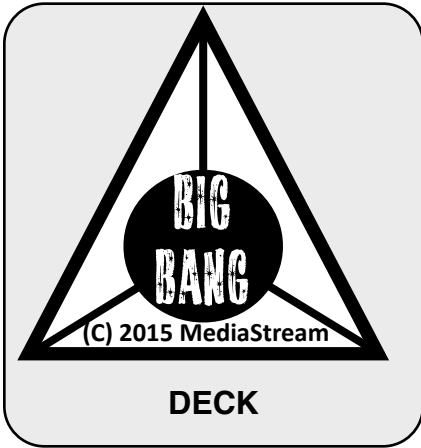
- **REPLAY:** Dead Hand cards could be shuffled back in at the end of the deck to be replayed if possible.
- **RULES CARDS:** Extra Black Triangle Rules cards have been added as an option. Some have specific numbers that may ONLY be played next to them. Some have 'dead' faces that can't have ANY cards adjacent to their faces. Dead faces are grey.
- **SPEED GAME:** Play against a timer, or have 1-2 other players play against you. When a player runs out of cards or finishes playing all the cards, playing is over. Compare scores to see who wins!
- **STOLEN SCORING:** When playing multiple rounds of multiplayer, you can also score according to how many cards your opponents have left. Only the winner gets that many points. Everyone else gets zero points for the round.
- **TIMED GAME:** Since many games are winnable, try challenging the clock!

PLAY MATS:

The play mats that have been included are completely optional. They can be cut out along the edges and assembled. 4 pieces make a pretty nice-sized play mat, but your playing might extend beyond the mat, depending on what directions you play your pieces.

B I G

B A N G

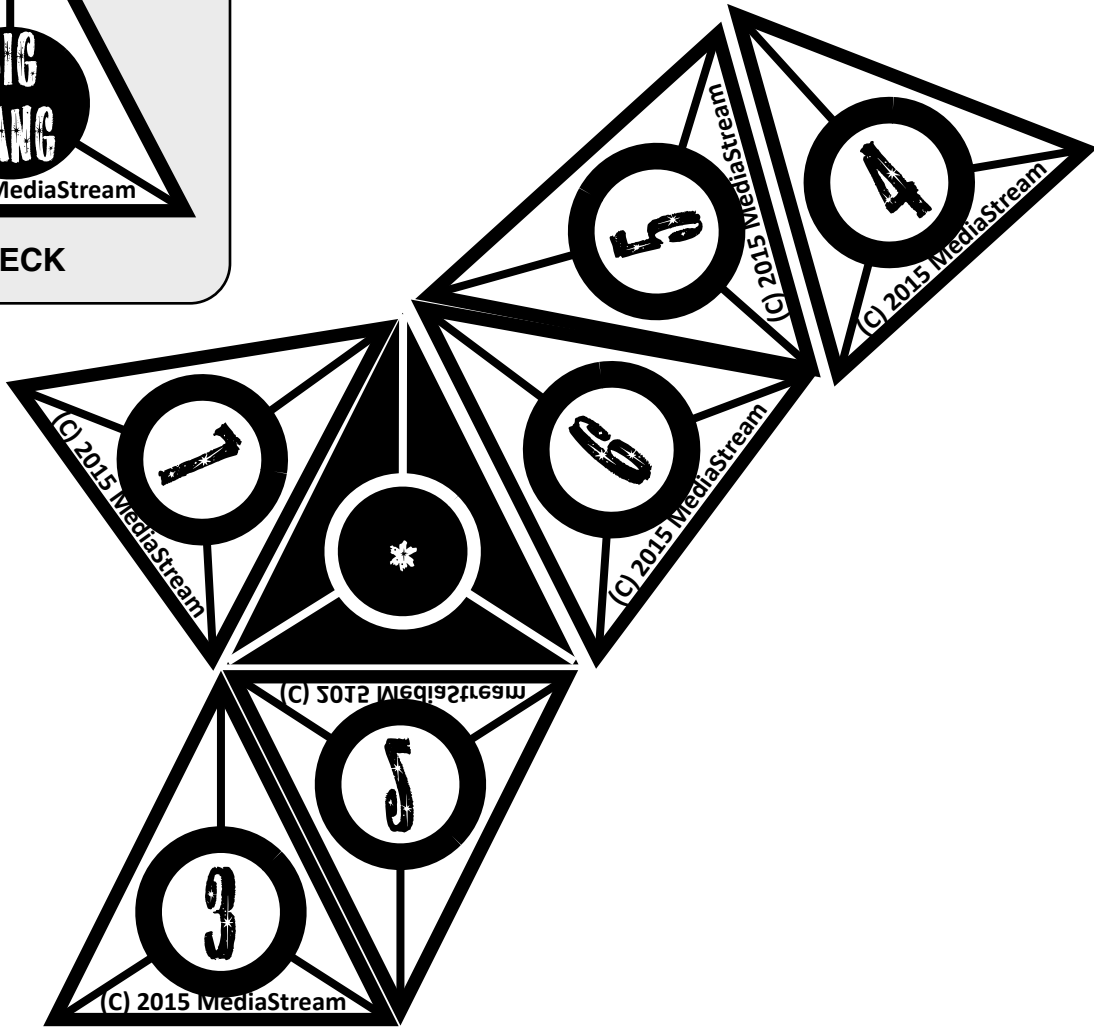


Here is a look at a three turns into the game, with the deck in the upper left, and the cards in hand shown at the bottom. How would you place the next few cards?

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B I G

B A N G

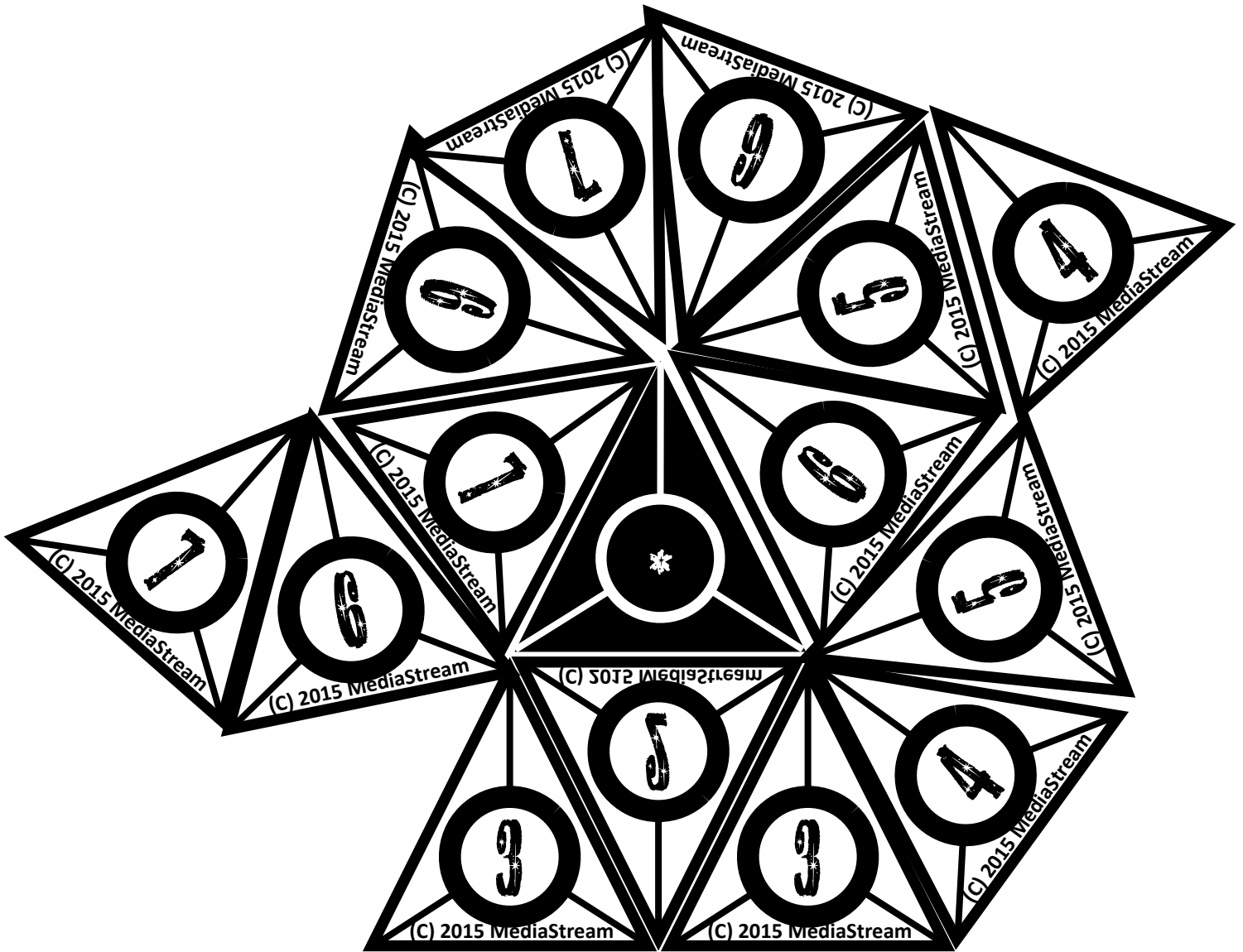
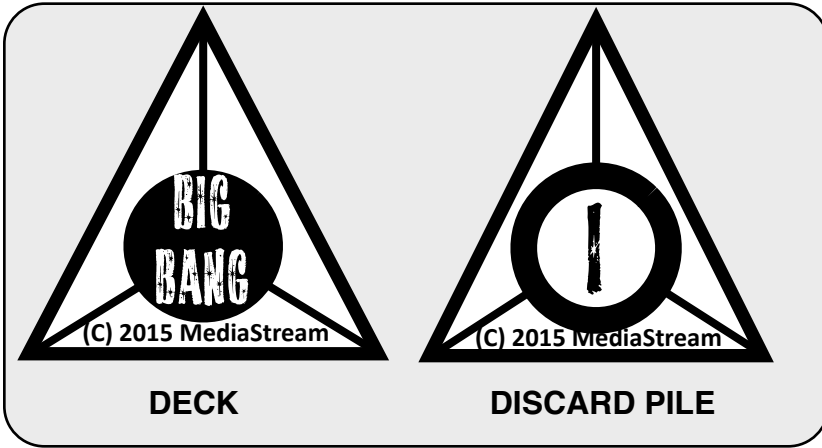


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B I G

B A N G



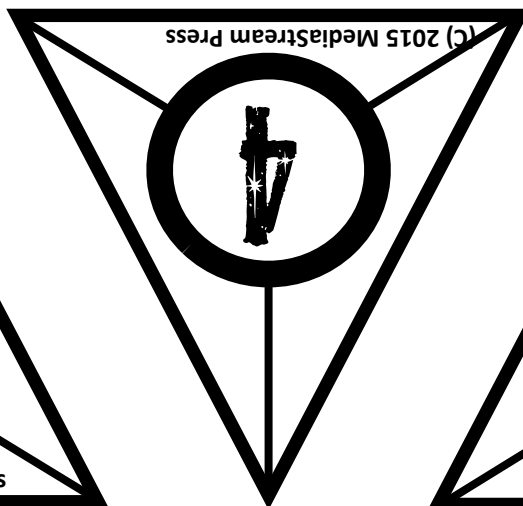
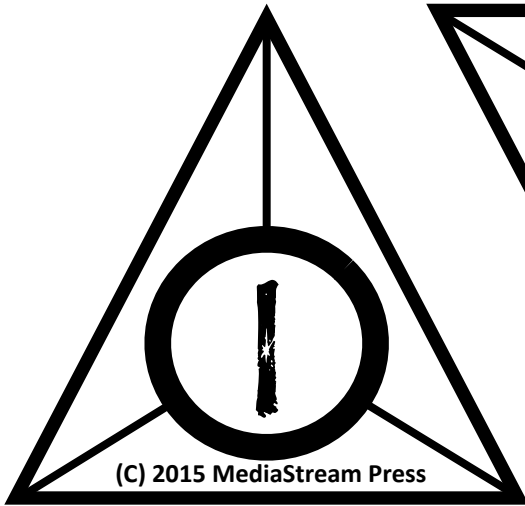
Here is a look several more turns into the game. Note that the discard pile has been started. The 1 cannot be played until another 2 comes out and attaches to a 3.

B I G

B A N G

S E T

1



B I G

B A N G

S E T

1

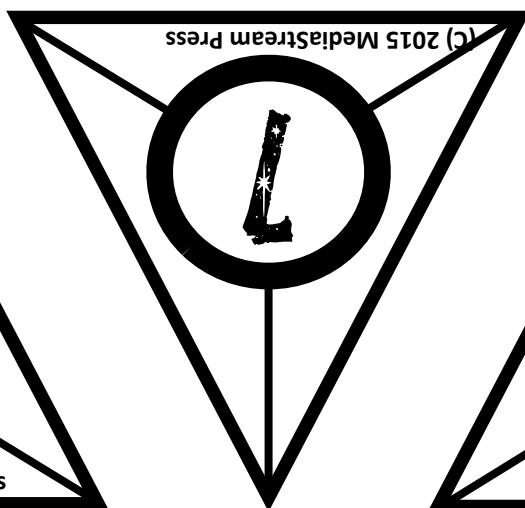
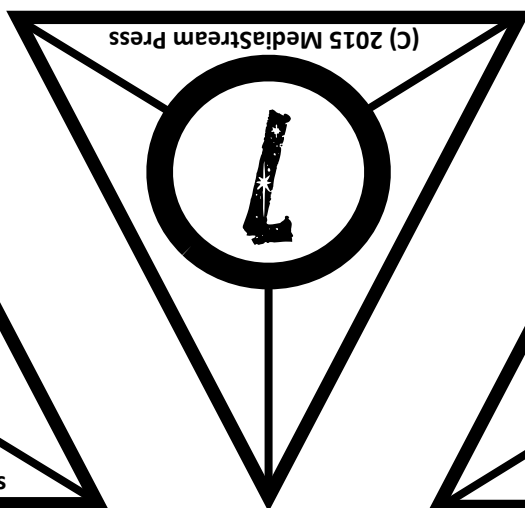


B I G

B A N G

S E T

1



B I G

B A N G

S E T

1



A N D R E W F R I N K L E

Andrew Frinkle is an award-nominated teacher and writer with experience in America and overseas. He has taught PreK all the way up to adult classes, and has focused on ESOL and EFL techniques. With a young child at home now, he's been developing more and more teaching strategies and books aimed at helping young learners.

His many educational works include:

- 50 STEM Labs, 50 More STEM Labs, 50 New STEM Labs, 50 STEM Labs Cards, 50 STEM Labs Journals, & 50 Science Labs
- Common Core Assessment Templates
- Common Core Vocabulary Cards
- Elementary School Common Core Workbooks
- Middle School Common Core Workbooks
- Graph Paper Math
- How to Draw with Basic Shapes
- Science Now!
- Sentence Builders & Word Builders
- Weekly Sentence Strips
- Story Starters
- Movers and Shakers & the Expansion Sets
- Basic Skills Workbooks: Alphabet Skills, Colors, Handwriting, Number Sense, Nursery Rhymes, Phonics, and Shapes
- Monster Zoo Math
- Dealing With Archetypical Children - A Classroom Management Resource
- Make Your Own Comic Books
- Board Game in a Book Series
- Card Game in a Book Series
- **Get this and other books on Amazon, Lulu, and other online booksellers!**



Read more about Andrew Frinkle at www.underspace.org. He is the owner of MediaStream Press LLC, which maintains the educational websites: www.littlelearninglabs.com, www.50STEMLabs.com, and www.common-core-assessments.com. He also writes fantasy and science fiction novels under the pen name Velerion Damarke, and designs games in his free time! Read more at www.underspace.org or www.spellwars.weebly.com.



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CARD GAME IN A BOOK

Card Game in a Book is a card game in a printed color book! All you need to play is the book, scissors, and people to play! Assembly is quick, and playing is fun!

Big Bang is a simple math pattern game very similar to dominoes. You have to place adjacent triangles in such a way that they are always just 1 number off from their neighboring pieces. 3's can go next to 2's or 4's, but not 5's. The problem is, there are more of the big numbers, and not many of the smaller numbers!

This game gets you thinking and requires some strategy. Play alone or play with a partner and see who is fastest! It's a great critical thinking and problem solving game!