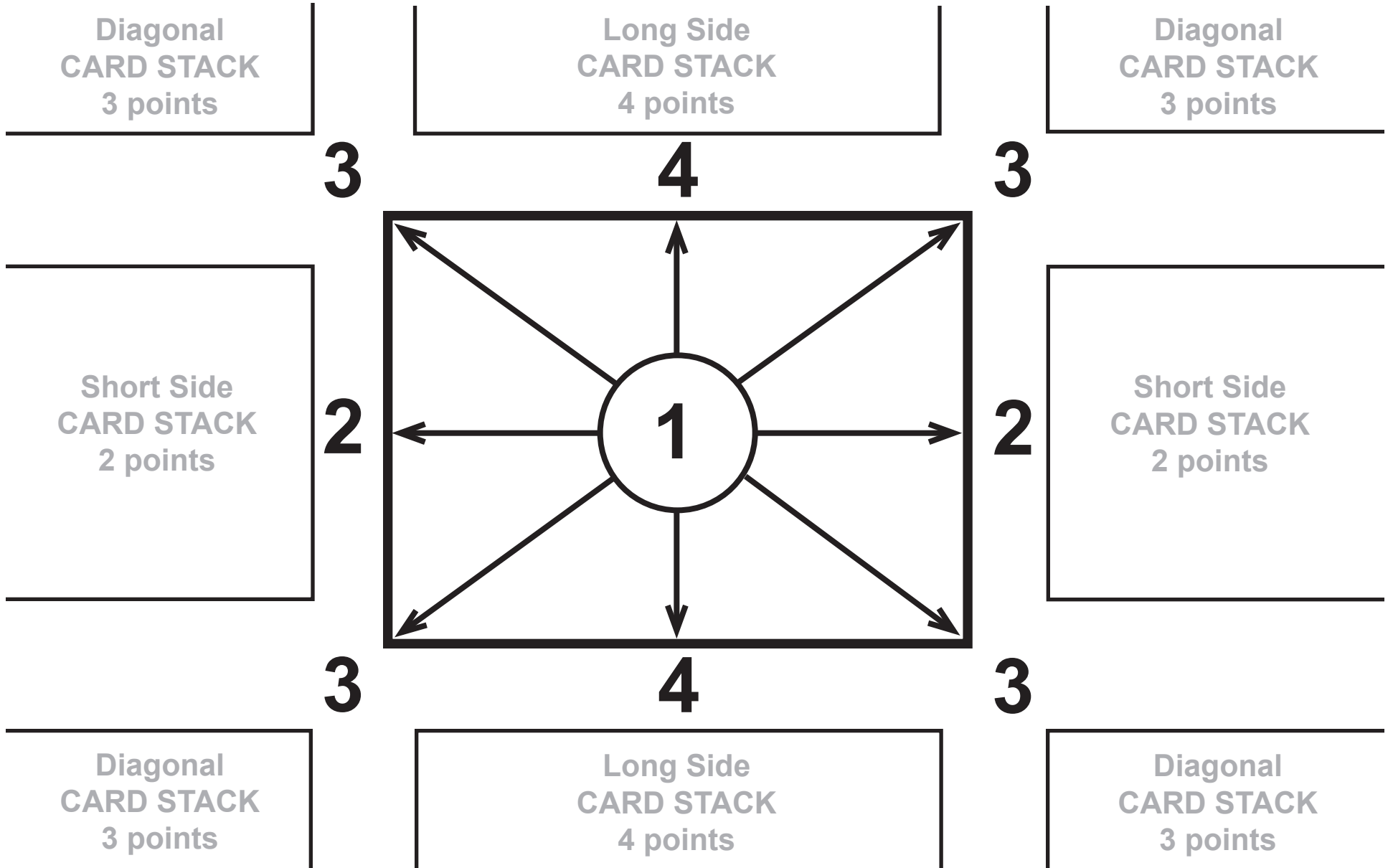


“Triple Play”

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 card
- * Hands face up
- * First person who drew stars begins play by putting a card from the deck in the center and then playing a card
- * After playing a card replenish hand
- * Round Game - 2nd player must complete their turn

Version A: Score 55

- * Comparisons are ONLY to center card
- * Placement comparison must equal difference in order to score (1 way difference can only be scored with 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

Version B: Turn'Em Over

- * All rules apply from Version 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 at least 5 points ahead of your opponent * Tie if score difference is less than 5 points

Version C: Bonus One

- * All rules apply from Version 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: Only 1 point can be scored in the center, no bonus point for center play.
- * Win by being at at least 5 points ahead of your opponent * Tie if score difference is less than 5

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

Triple Play activities were created with the inspiration of Kirsten Coleman, René LeBlanc, Dr. Mary Gilfeather, and Dr. John del Regato