



1



2



3



4





**5**



6



7



8





9



**10**

# RULES pt. 2

**Changing the starting player:** The starting player should rotate clockwise between rounds, and you can keep track of this with the starting player card.

**Ties:** If 2 or more players are tied at the end of round 2, then play a third round.

**Round 3:** This is the same as round 1, except now the decoy card also counts during scoring.

**Additional rounds:** If there continue to be ties, play additional rounds under round 2 rules but remove the highest number each time. This can make it so that a move is impossible because there are no available numbers to play a card on: in this case, immediately end the round.

[www.jorgezhang.com/number-line](http://www.jorgezhang.com/number-line)

# RULES

This game is a competitive game in which players try to earn the most points across two rounds.

**SET UP:** Place the number cards 1-10 face-up in a row, ordered lowest to highest.

**The Starting Player** is the player who can calculate  $17 * 34$  the fastest in their head.

**Win when:** At the end of round 2, have the most points.

**Round 1:** Each player chooses a color and gets those respective cards. Players take turns starting with the starting player and continuing clockwise by playing 1 card on top of a number card that does not already have a number on top of it. The round ends when all players have placed exactly 1 card. Score this round, then reset the game to the SET UP position.

**Round 2:** This is the same as round 1, except players now continue until they play 2 cards. Additionally, 1 card is a "decoy" that does not count during scoring.

**Scoring:** Players get 1 point for every number their card is closer to than any other's card. This includes the number that their card is on. Neither player scores points for ties.

# GREEN PLAYER

DECOY



# GREEN PLAYER



# ORANGE PLAYER

DECOY

# ORANGE PLAYER



RED  
PLAYER

DECOY



RED  
PLAYER



YELLOW  
PLAYER

DECOY

YELLOW  
PLAYER



# BLUE PLAYER

DECOY



# BLUE PLAYER

