



Directions:

The object of the game is to play all the cards and be as close to zero as possible.

1. One deck of cards, 1 die
2. Start with three cards. Remaining cards are placed face down in the center.
3. Red cards are negative numbers, black cards are positive numbers.
4. Roll the dice and decide which card you will play. The face value of the card is multiplied by the number represented on the die. When you play the first card it is simply the total value of the card. When playing your second card, provide the total (what the value of the pile was + or - the total represented by the player's card).
5. Player draws a card to keep 3 in his/her hand.
6. You win if you are in the "black" (have a positive number) when all cards have been played.

Note: Tally sheets are provided. (You might want to let them have a calculator as back-up for this game.)

If the pile is positive, and the player has a negative, then subtract (decreasing the positive).

If the pile is positive, and the player has a positive, then add (increasing the positive).

If the pile is negative, and the player has a negative, then add (increasing the negative).

If the pile is negative, and the player has a positive, then subtract (decreasing the negative).

Seeing Red Tally Sheet

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Seeing Red Tally Sheet

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