

BOOSTER PACK



game rules

Suitable for :

Ages 10+ 2-4 players/teams

Cards in this booster pack should be added to those of the 9 Apples Card Game to create a deck of 198 total cards.

Functions of the cards in the booster pack

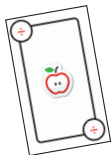


Multiplication cards:

These cards are laid down between two addition or subtraction cards. The result will be the product of these two addition or subtraction

cards. This product result may then be combined with other addition, subtraction, or wild cards to create the target number.

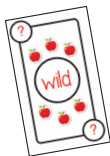
Each multiplication card laid down is worth 2 points.



Division cards: These cards are laid down between two addition or subtraction cards. The result will be the number on the card to the left divided by the number on the card to

the right. This result may then be combined with other addition, subtraction, or wild cards to create the target number.

Each division card laid down is worth 2 points.



Wild cards: These cards may be used in place of any addition or subtraction card, numbers +1 through +9, or -1 through -9. ***The Wild Card cannot be used as zero, and may only be laid down in combination with other addition and subtraction cards. Each wild card laid down is worth 1 point.***

HOW TO PLAY

The rules for play after the Booster Pack is added remain the same as the rules for the original card game:

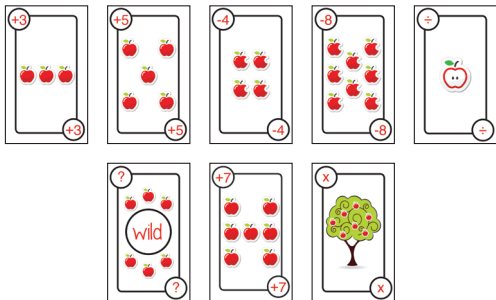
- Players attempt to lay down cards that sum to a target number (+9, then +8, then +7, and so on ***in that order***) until a player lays down cards that equal zero.
- Dealer deals 7 cards to each player, and play proceeds to the left.

- Begin each of your turns by drawing enough cards to equal 7 cards in your hand.
- After you draw your cards, try to lay down as many cards as you can whose final total is the target number.
- The game ends when one player lays down cards that sum to zero.
- The game is won by the player that earns the most points. Addition, subtraction, and wild cards are worth one point each; Sign Change, multiplication, and division cards are worth two points.
- End each of your turns by discarding a card.
- You may not lay down less than two cards that sum to a target number!
- If you make a mistake, and someone else catches it before you, you must put all the cards back in your hand, discard a card, and your turn is over.
- If you catch your mistake first, you may try again.

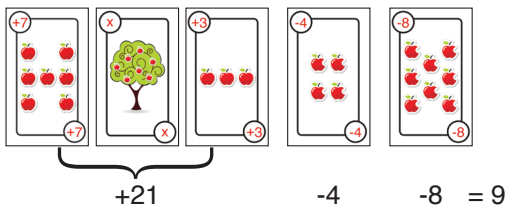
Please consult the rules received with the original card game for more detail.

The additional cards provided in the Booster Pack offer the use of multiplication and division to create the target numbers, as well as wild cards, which may be used in place of any addition (+1 through +9) or subtraction card (-1 through -9). ***The Wild Card cannot be used as zero, and may only be laid down in combination with other addition and subtraction cards.***

Here is the first hand dealt to Player 1. He or she must try to combine two or more of the cards in this hand to make the number +9 using as many cards as possible.

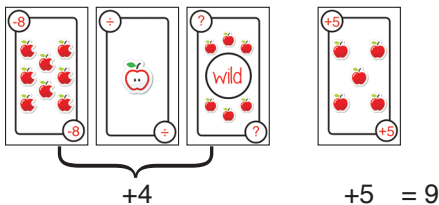


There are two ways Player 1 might do this:



This hand is worth one point for each addition and subtraction card, and two points for the multiplication card, for a total of 6 points.

Or:



(here the value -2 was assigned to the wild card by the player)

This hand is worth one point for each addition, subtraction, and wild card, and

two points for the division card, for a total of 5 points.

In this case, the first option is best, as it earns the most points. Player 1 lays down these cards.

Remember: if you multiply or divide two negative numbers, you get a positive number! If you multiply or divide one positive and one negative number, you get a negative number!



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