

1 to 4 Players • Ages 8 & Up

Maureen Hiron's



Contents: 73 Cards, Storage Tin

Object: Be the first player to get rid of all your cards by thinking quickly to add and subtract!

Set Up

- Shuffle the Cards and place one face-up in the center of the playing area so everyone can reach it. This will be your discard pile.
- Deal the remaining Cards to the players (face-down), so each person has an equal number of Cards. Place any extras at the bottom of the discard pile.
- Keep your Cards stacked face down in a pile in front of yourself.

Game Play

- The player who dealt the Cards yells, “Go!” to start the game play. The most important thing to remember is that this is a race!
- Grab Cards from your pile and hold them in your hand—you can hold however many you want, but can only draw one at a time!
- Look at the Card on top of the discard pile—note the large yellow number, and then the addition/ subtraction in the corner. You want to find a Card in your hand that fits as an answer to the equation.

EXAMPLE: If the Card on top of the discard pile has a yellow number 5 and has a ± 1 , any card with a yellow number 4

($5-1=4$) or 6
($5+1=6$) may be played.



- If you have a Card to play, hurry to place it on the discard pile and call out the yellow number you just played.
- Remember, there are no turns— all players race to play their Cards!
- You may play multiple Cards in a row, but not multiples at one time.
- Refill your hand from your pile as needed.
- If two or more players call out a number at the same time, the player who placed the Card on the discard pile first gets to stay there, and the other player(s) must take back their Card(s).
- If there is ever a standstill (no one has a Card that plays), play stops. All players place their Cards face- down and the dealer takes the Card from the bottom of the discard pile and brings it to the top. The dealer says, “Go!” and play resumes!

Continued on reverse

- Play continues until one player has played all of their Cards, or until a player only has one Card left. Your last Card may be played regardless of what the number is!

Winning

The first player to get rid of all their Cards is the winner! Celebrate with a “woo-hoo!”

“Playing Around the Corner”

Sometimes the total number after adding or subtracting the number is either greater than 10 or less than 1. That’s when you “play around the corner”:

Greater than 10

- If the total of the yellow number and the +/- number is greater than 10, simply subtract 10 from the number.
- For example, if the card on top of the pile has a yellow number 9 and a +/- number of

3, either a card with a yellow number 6 ($9-3=6$) or a 2 ($9+3=12$, $12-10=2$) may be played.

Less than 1

- If the total of the yellow number and the +/- number is less than 1, simply add 10 to that number.
- For example, if the card on top of the pile has a yellow number 1 and a +/- number of 2, either a card with the yellow number 3 ($1+2=3$) or a 9 ($1-2=-1$, $-1+10=9$).

Single Player

7 ATE 9™ is also a great solo game—play to try and beat your own time!

Alternate Play for the Younger Crowd

- If you're playing with a younger child and want to encourage math fun without them getting discouraged, play by taking turns (no racing).

- If “Playing Around the Corner” gets too confusing, you can play without it. Just don’t allow the addition or subtraction that would take it over 10 or under 1.

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all the fun you had!

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1400 E. Inman Pkwy., Beloit, WI 53511

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Invented by Maureen Hiron.