

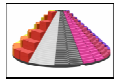


You've Got a Deal

Game Objective: Capture as many tokens as possible by identifying and then finding all equivalent ratios to the pair of tokens drawn from the Treasure Trove, within the time limit.

Recommended Number of Players: 2 – 6 players divided into 2 teams

Ages: 10 & up



Setup:

- 1) Put staircases in counterclockwise sequence $1x \rightarrow 12x$.
- 2) Put multiples on the Mountain on staircases $2x \rightarrow 12x$.
- 3) Using one of the extra foam cards, place the tokens numbered 1 thru 16 in the Treasure Trove.
- 4) Use a timer. We suggest 2 minutes as a starting point, but increase or decrease the time allowed as appropriate.

Play:

- 1) Each team draws a token from the Treasure Trove. The team with the highest number goes first. Return the tokens to the Treasure Trove.
- 2) The first team selects two tokens from the Treasure Trove, representing a ratio. They place the ratio on the tabletop in front of them. Working together they calculate one specific equivalent ratio (which must be in the same order they put the tokens on the tabletop). The other team says, "You've got a deal" if the ratio proposed is equivalent, or "no deal" if it is not.
 - a. If they have a deal, the team collects all token pairs that represent that specific equivalent ratio including the two tokens taken from the Treasure Trove.
 - b. If it is not a deal, they forfeit the 2 tokens (from the Treasure Trove) and lose their turn. Forfeited tokens are set aside.
- 3) For example if a team picked the tokens 4 and 7:

- a) They propose 8 to 14 as the equivalent ratio. The opposing team says, "You've got a deal" so the team picks two pairs of 8 to 14 off the Mountain (finding the number 8 on the 2x, 4x or 8x staircase and number 14 on the 2x and the 7x staircase).
 - b) Next they propose 16 to 28. The opposing team says "You've got a deal" and the team picks three pairs off the Mountain (using the 2x, 4x, and 8x staircases for the number 16 and using the 2x, 4x, and 7x staircases for the 28).
 - c) And so on until they cannot build any more equivalent ratios for 4:7.
- 4) After the team has collected all the tokens they found for the equivalent ratio, they may propose another equivalent ratio, and proceed as before. When they have exhausted all equivalent ratios, or time is up, whichever comes first, their turn is over. The next team begins their turn.
 - 5) At the beginning of any turn, the team may decide to continue with the ratio drawn by their opponent in the previous turn (whether forfeited or not), or select a new ratio from the Treasure Trove.
 - 6) When there are no more tokens to draw from the Treasure Trove, the next team may still elect to use the last ratio drawn if not all equivalent ratios have been identified/collected.
 - 7) When the last possible play has been made, the game is over. Each team counts up the pairs of tokens it captured. The team with the most pairs of tokens, wins.