Capture the Candy Cane Version

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

Candy Cane Version

Play against a partner with a deck of playing cards (remove picture cards, use 1- 10 cards only).

Each  is worth 1 point. <u>The player who captures the most candy canes, wins!</u>

Golden candy canes  are worth 5 points.

Set up the board by placing 15 regular candy canes and 3 golden candy canes on the 120 chart – on any spot you like. It does not matter which player places a candy cane on the board – either player can collect it during the game.

<u>To capture the candy canes:</u>

Players take turns at the same time.

Pull 8 playing cards (picture cards removed, 1- 10 only). Create an equation with at least two operations (the more, the better) to make one of the numbers on which there is a candy cane.

Players work on their own equation individually, recording it, then share it with their partner.

For example, to score 28, a winning equation could be:
28 ÷ 2 x 6 ÷ 3 + 4 – 4
= 14 x 6 ÷ 3 + 4 – 4
= 84 ÷ 3 + 4 – 4
= 28 + 4 – 4
= 32 – 4
= 28

You do not need to use all 8 cards in your equation, but you must use at least two different operations.

If you successfully create a total on which there is a candy cane, you can collect it = 1 point.

If both players created an equation for the same total (both players were trying to capture the candy cane on 28), then the player:

- Who used more cards/numbers wins.
- If both players used all 8 cards, then the player with more division symbols wins.
- If both players used the same number of cards and division symbols, the player with more subtraction symbols wins.

Once a candy cane has been collected, it is permanently yours and cannot be recaptured by your opponent.

Support: Only one operation is required and cut the chart down to 40. Roll five 6-sided dice instead of using 8 cards.

Extension 1: You must use all 8 cards for each equation.

Extension 2: You must use division twice in each equation you create.

Extension 3: You must use decimal numbers in your equation, rounding to the nearest whole to 'score' that total.

Extension 4: Your equation must include an exponent and make use of the order of operations with brackets (the brackets must be required for the equation to work, not purely used with no purpose).