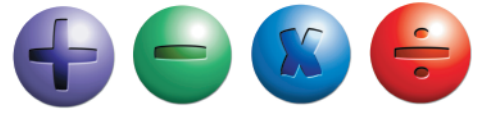




24[®] Game 96-Card Classroom Editions



Primer Editions

Add/Subtract Primer

Ages 6 & up

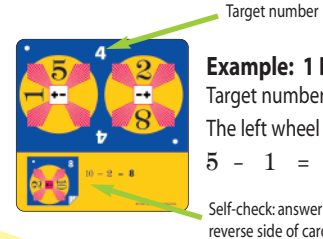
#31976

Contains: 96 double-sided, 4" x 4" cards.



How to play Add/Subtract.

Card has two wheels and a target number. Pick the wheel that makes the target number using addition and subtraction only. Use all numbers on the wheel, but use each number only once. 1 Dot cards are solved in a one-step operation. 2 Dot and 3 Dot cards require two-step problem solving.



Example: 1 Dot card
Target number is 4.
The left wheel works.

$$5 - 1 = 4$$

Self-check: answer for reverse side of card

SELF-CHECK FEATURE
on all primer editions

Multiply/Divide Primer

Ages 8 & up

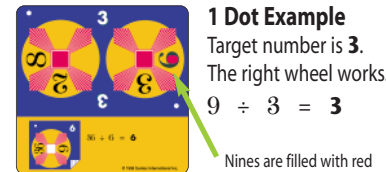
#32976

Contains: 96 double-sided, 4" x 4" cards.



How to play Multiply/Divide.

Each card has two wheels and a target number. Pick the wheel that makes the target number. You can add, subtract, multiply and divide. Use all numbers on the wheel, but use each number only once. 1 Dot cards are solved in a one-step operation. 2 Dot and 3 Dot cards require two-step problem solving.



1 Dot Example
Target number is 3.
The right wheel works.

$$9 \div 3 = 3$$

Nines are filled with red

Factors/Multiples

Ages 8 & up

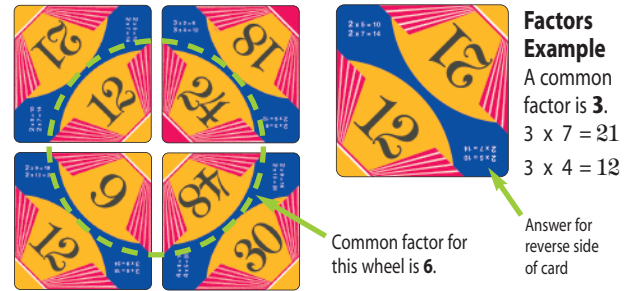
#32977

Contains: 96 double-sided, 4" x 4" cards.



How to play Factors.

Each card shows two numbers from the multiplication table. Find a common number that can be divided evenly into both numbers on the card. Connect cards that have common factors into many different patterns—great group activity. **Factor Wheels** are made by placing four cards together to create a wheel of numbers that share a common factor.



Factors Example

A common factor is 3.
 $3 \times 7 = 21$
 $3 \times 4 = 12$

Common factor for this wheel is 6.

Answer for reverse side of card

Original-style Editions

Original Single Digits

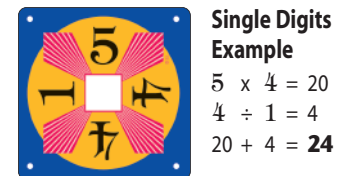
Ages 9 & up

#33976

Contains: 96 double-sided, 4" x 4" cards.



How to play Single Digits. Object of the game is to make 24. You can add, subtract, multiply and divide. Use all four numbers on a card, but use each number only once. There is at least one solution to every card. Three levels of challenge.



Single Digits Example

$$5 \times 4 = 20$$

$$4 \div 1 = 4$$

$$20 + 4 = 24$$

What do the "Dots" mean?

1 Dot are easy, 2 Dot are medium and 3 Dot are tough.

Double Digits

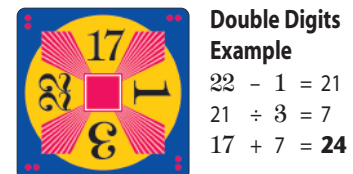
Ages 9 & up

#39976

Contains: 96 double-sided, 4" x 4" cards.



How to play Double Digits. Object of the game is to make 24. You can add, subtract, multiply and divide. Use all four numbers on a card, but use each number only once. There is at least one solution to every card. Three levels of challenge.



Double Digits Example

$$22 - 1 = 21$$

$$21 \div 3 = 7$$

$$17 + 7 = 24$$

Variables

Ages 9 & up

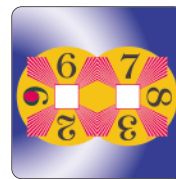
#38978

Contains: 96 double-sided, 4" x 4" cards.



How to play Variables.

Find a "variable number" (any whole number from 1 to 9) which, when used with the three numbers on one wheel makes 24, and also makes 24 with the three numbers on the other wheel. For added challenge, place two cards together (four wheels.)



Variables Example:

Variable can be 7.

Left wheel

$$9 - 7 = 2$$

$$2 \times 6 = 12$$

$$12 \times 2 = 24$$

Right wheel

$$7 \div 7 = 1$$

$$1 \times 8 = 8$$

$$8 \times 3 = 24$$

Fractions/Decimals

Ages 11 & up

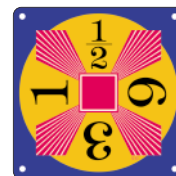
#34676

Contains: 96 double-sided, 4" x 4" cards; 48 Fractions, 48 Decimals



How to play Fractions/Decimals.

The Fractions/Decimals edition plays just like the original Single Digits edition. Object of the game is to make 24. You can add, subtract, multiply and divide. Use all four numbers on a card, but use each number only once. There is at least one solution to every card. Three levels of challenge.



Fractions Example

$$3 - 1 = 2$$

$$2 \times 6 = 12$$

$$12 \div \frac{1}{2} = 24$$



Decimals Example

$$10 \times .5 = 5$$

$$5 \times 5 = 25$$

$$25 - 1 = 24$$

Integers (positive/negative)

Ages 12 & up

#33576

Contains: 96 double-sided, 4" x 4" cards.



How to play Integers.

Object of the game is to make a positive number 24. You can add, subtract, multiply and divide. Use all four numbers on a card, but use each number only once. For added challenge, solve for negative 24. All cards can make both 24 and -24. Three levels of challenge.



Integers Example

$$-3 \times -1 = 3$$

$$6 + 2 = 8$$

$$8 \times 3 = 24$$

Integers,
Algebra and Exponents
cards are great for
advanced classes

Algebra/Exponents

Ages 12 & up

#37976

Contains: 96 double-sided, 4" x 4" cards; 48 Exponents, 48 Algebra



How to play Exponents. To make 24, you can add, subtract, multiply and divide. Use all four numbers on the card, but use each number only once. You must use only one exponential operation in your solution. You can square, cube, take the square root or cube root of a number on a card or a computed number. Three levels of challenge.

How to play Algebra. Find a value for x and/or y (any whole number from 1 to 9) which, when used together with the other numbers on the card, makes 24. Add, subtract, multiply and divide. Use all four numbers (or number equivalent of algebraic notation), but use each number only once. Three levels of challenge.



Exponents Example

$$6^2 = 36$$

$$6 \div 6 = 1$$

$$1 + 11 = 12$$

$$36 - 12 = 24$$



Algebra Example

$y = 2$ therefore,

$$y + 2 = 4$$

$$4 - 3 = 1$$

$$9 - 1 = 8$$

$$8 \times 3 = 24$$

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at leading educational dealers/suppliers.

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