

Fab-A-Diffy Classroom Guide

Goals:

- To win the most 3-strip tricks in the game.
- Player must win 2 games or win 1 game and tie 2 to be the winner.

Start:

- Fraction strips are shuffled and put face down on the DECK space.
- Each player selects a fraction strip from the deck. The player with the smaller fraction wins. If they tie, they draw again. Players will take turns being first in each game.
- Starting player shuffles the deck again and puts it on the DECK space and then draws 3 fraction strips and places them on the starred starting rectangles.
- Starting player draws another strip, places it into the SHOW BOX, and tries to form a trick.

Each turn:

- Draw a strip and place it in the SHOW BOX.
- **Find 2 strips on the board that add OR subtract to equal the value of the strip in the SHOW BOX. The 3 strips together are called a trick.**
- Player must TOUCH the 2 strips on the board, and then announce the addition or subtraction sentence that relates the 3 strips.
- Player picks up the 3 strips, and places the trick off the game board near themselves.
- It is easiest to count tricks if they are stacked crisscross on top of each other.

No Trick:

- If a player cannot make a trick, they move the strip from the SHOW BOX to an unoccupied rectangle. If all rectangles are occupied, strips may be placed adjacent to the board.

Always 3 Strips Face Up:

- The game board has 9 "action" rectangles. If there are not 3 strips available in these rectangles at the beginning of a turn, the player turns up another from the deck.

Touch-Take:

- Once a player touches a fraction strip in an "action" space, it must be used to form a trick. If it cannot be used, the turn is over and the strip in the SHOW BOX is placed in an "action" space.

Capture:

- At the beginning of a turn before touching a strip to put in the SHOW BOX, a player has 10 seconds to announce a "CAPTURE" and capture a trick that was not found by the opponent. The player touches the strips, announces the addition or subtraction sentence, and takes the trick.

- After a capture, player draws a strip for the SHOW BOX and continues their turn.

End of Game:

- The game ends when the draw pile is empty at the beginning of a player's turn.
- The player with the most tricks is the winner. If both players have the same number of tricks, the game is a tie.

Winning:

- If a player wins 2 games, they are the winner.
- If a player wins 1 game and ties 2 games, they are the winner.

Tie:

- If the players tie all 3 games, there is a tie.
- If the players each win one game and tie the 3rd, there is a tie.