

MAKE IT COUNT

This game can be played using just the yellow tiles from **SUM OF WHICH** or **SUM OF WHICH Jr.** The other colored tiles and the game board are not used for this game.

Number of players: **SUM OF WHICH Jr** – 2-3 players
 SUM OF WHICH Sr – up to 6 players

Game Set up: To start the game place all yellow tiles number-side up in a draw pile central to all players.

Game Play: Caller says, “Start”. Each player moves as quickly as they can to pull tiles from the draw pile such that they are making sums of ten (when playing with the ten tiles), twenty (when playing with the twenty tiles), one-hundred (when playing with the 100 tiles), one (when playing with the fraction tiles), and a preselected sum between -4 and 4 (when playing with the integer tiles). Players continue to make the appropriate sums moving as quickly as they can, using 2 to 5 addends per expression.

Play goes on until there are no more possible expressions available. Players each count the number of correct expressions they built. The player with the most expressions made is the winner of that round.

Each round may be its own game or players may wish to keep track of the number of rounds won and play to a certain number of wins.

SO YOU THINK YOU CAN ADD

This game can be played using just the yellow tiles from *SUM OF WHICH* or *SUM OF WHICH Jr*. The other colored tiles and the game board are not used for this game.

Number of players: *SUM OF WHICH Jr* – 2 players
 SUM OF WHICH Sr – up to 4 players

Game Set up: To start the game place all yellow tiles number-side down in a draw pile central to all players. Each player draws 10 tiles and leaves them number-side down.

Game Play: Call, “Start”. Each player flips their tiles number-side up and begins making sums of ten. The sums created must connect and intersect in a manner similar to a crossword or as they would in “*SUM OF WHICH*”. When a player uses up all of his or her tiles making sums of ten, he or she says, “Draw”. Then all the players, including the person who called the draw, must draw two more tiles. Players can rearrange their tiles as often as they like, even tiles they have already placed as they continue to try to use all tiles to make sums of ten.

If at any point a player is unable to find a way to play their tiles, he/she can choose to exchange any number of tiles for replacement tiles. For every one tile returned to the draw pile, two tiles must be drawn to replace that tile. This can be done at any point during game play without stopping the game. The player states, “One in, two out!” and then takes two tiles from the draw pile for every one tile he/she returns to the pile.

Play goes on until there are less tiles in the draw pile than twice the number of players. Then the first person to use all of his or her remaining tiles says, “I can add!” This person will be the winner of the round if all of his/her sums of ten are correct. All of the players inspect the “winners intersecting sums”. If an incorrect sum is found in the “winners intersecting sums”, that player is no longer considered the winner and is out of the round. His/her tiles are returned to the draw pile, and play is resumed as before with the remaining players until a new winner is declared.

Each round may be its own game or players may wish to keep track of the number of rounds won and play to a certain number of wins.

Note: This game can be played using the *SUM OF WHICH is TWENTY* with each player making sums of twenty, *SUM OF WHICH is 100* tiles with each player making sums of 100, the *SUM OF WHICH INTEGER* tiles where an integer between -4 and 4 is stated prior to the start of play then players work to make that sum, or with the *SUM OF WHICH is ONE (fractions)* tiles with each player making sums of one.