Game 7A:
Close to 0

Objective

In this version of the game, each player is dealt eight numeral cards. Each player selects six of his or her cards to make two, three-digit numbers. The objective is to have the two, three-digit numbers, when subtracted, give a difference that is as close to 0 as possible.

Materials

- pencil, 1 per player

- Numeral Cards 0–9 (REPRODUCIBLE B) plus four blank cards with *Wild Card* written on each, 1 deck per player or group of players

- *Close to 0* Recording Sheets (REPRODUCIBLE 7), 1 per player

A Deck of Cards

For the purpose of this game, a deck of numeral cards is four copies of each numeral card listed in the materials, plus four wild cards (blank cards with *Wild Card* written on each).

Players

1, 2, or 3

Directions

1. Deal eight numeral cards to each player.

2. Each player selects any six of the cards in his or her hand to make two, three-digit numbers. For example, a 2, 6, and 5 could make 256, 265, 526, 562, 625, or 652. Wild cards can be used as any numeral. Try to make numbers that, when subtracted, give you a difference that is as close to 0 as possible.

3. Each player writes the two numbers and their difference on his or her copy of the *Close to 0* Recording Sheet. For example: $652 - 647 = 5$.

4. Each player figures out his or her score. The score for the round is the difference between the total and 0. In the example in Step 3, the score would be 5.

5. Put the cards that you used in a discard pile. Keep the two cards that you didn't use for the next round.

6. For the next round, deal six new cards to each player (players should add these cards to their hand of two cards for a total of eight).

7. Repeat Steps 2–5. When you run out of cards, shuffle the discard pile and use those cards again.

8. After five rounds, every player totals their score. The player with the score closest to 0 is the winner.