

ODDS OR EVENS

This game can be played using just the yellow tiles from **SUM IT UP!**. The other colored tiles and the game board are not used for this game. No tiles? No problem.

Number of players: – up to 6 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. Each Player flips one tile over. The person with the highest number is the caller. In the case of a tie, those who tied flip a second tile. Once the caller is identified, the caller then calls either odds or evens.

Game Play: Caller says, “Start”. Each player flips their tiles number-side up and begins making sums less than or equal to ten that are even if the caller called even and odd if the caller called odd. The sums created must connect and intersect in a manner similar to a crossword or as they would in “**SUM IT UP!**”. When a player uses up all of his or her tiles making appropriate sums, 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 their sums.

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’m Odd!” or “I’m Even!” This person will be the winner of the round if all of his/her sums 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 **SUMS OF 20**, **SUMS OF 100** tiles, and the **SUMS OF INTEGERS** tiles. If you play with the **SUMS OF FRACTIONS** OR **SUMS OF DECIMALS** tiles the game changes a little in that you are working to make sums greater than or less than one instead of odds or evens.

To purchase Sum It Up! please follow this link here:
<https://www.didax.com/math/sun-it-up-games.html>

No tiles? No problem. When playing sums of ten - the majority are 1,2, 3, 4, 5, with less of the 6, 7, 8, 9.
Sums of 20, - 90 number tiles, the majority are 1 - 9, and less of the 10 - 19.
Sums of 100 - the majority are 5 - 50, and less of the 55 - 95 (all multiples of 5)
Sums of 1 with decimals - the majority are 0.05 - 0.5, and less of the 0.55 - 0.95
Sums of 1 with fractions - the majority are fractions less than or equal to 1/2, and less of the fractions larger than 1/2.
Fractional units are halves, fourths, eighths, and sixteenths.

