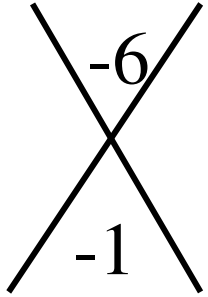


Factor Pair Spoons Game

Objective: The objective of this game is to find a three of a kind – One card with an ‘X’ on it and two other cards such that the product is the number that is on the top of the ‘X’ and such that the sum is the number on the bottom of the ‘X’.

Example three of a kind:

	-3	2
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The **product** is $-3 \cdot 2 = -6$ and the **sum** is $-3 + 2 = -1$

Equipment: Set of 54 playing cards, a set of plastic spoons (1 less than the number of players), and pencil and paper to keep score.

Set-Up: Place spoons in the middle of the table (1 less than the number of players). Shuffle the cards and deal 3 cards to each player. The dealer uses the remaining cards to draw from.

Game Play: Players are not allowed to pick up their cards until the dealer has. Once everyone has picked up their cards, the game can begin. The dealer selects the top card from the pile and then discards one card to the right, face down on the table. The next player picks up the dealer's discarded card, discards a card to the right, and play continues with the next player. The last player discards his card into a "discard pile," while the dealer continues to select cards from the original pile. A player is not allowed to place a discarded card in their hand until they have discarded one, so if they are slow, their piles could build up. Each player is trying to make their 3 cards into a set of 3 of a kind (see example above) by drawing new cards and discarding unused ones. A player should keep the 3 cards that are most likely to produce a matching set. No player may have more than 4 cards or fewer than 3 cards at any given moment. You must hold your cards in your hand.

Scoring: As soon as any player has a 3 of a kind, anyone is allowed to take a spoon from the pile in the middle of the table. As soon as any player grabs a spoon from the pile of spoons, any other player is allowed to take a spoon as well. The player who grabbed the first spoon gets 2 points and everyone else, except for the person who did not get a spoon, gets 1 point. The person who did not get a spoon gets 0 points. The first person to 10 points is the winner.

$\begin{array}{c} \diagdown 9 \diagup \\ \diagup -6 \diagdown \end{array}$	-3	-3
$\begin{array}{c} \diagdown 4 \diagup \\ \diagup 4 \diagdown \end{array}$	2	2
$\begin{array}{c} \diagdown -30 \diagup \\ \diagup -13 \diagdown \end{array}$	-15	2

$\frac{-84}{5}$	12	-7
$\frac{-24}{-5}$	-8	3
$\frac{6}{-5}$	-6	1

$\begin{array}{c} \diagup -15 \diagdown \\ \diagdown -14 \diagup \end{array}$	-15	1
$\begin{array}{c} \diagup -75 \diagdown \\ \diagdown -10 \diagup \end{array}$	-15	5
$\begin{array}{c} \diagup 12 \diagdown \\ \diagdown 7 \diagup \end{array}$	4	3

$\begin{array}{r} \diagdown -48 \diagup \\ \diagup -13 \diagdown \end{array}$	-16	3
$\begin{array}{r} \diagdown -36 \diagup \\ \diagup 0 \diagdown \end{array}$	6	-6
$\begin{array}{r} \diagdown -70 \diagup \\ \diagup 9 \diagdown \end{array}$	14	-5

$\frac{-44}{-20}$	-22	2
$\frac{-42}{-1}$	6	-7
$\frac{-72}{1}$	9	-8

24 25	24	1
28 11	7	4
34 19	17	2