



THE
Crown
GIRL

Grown Girl Card Game

Total Cards: 54

Up to 6 players

Numbers up to 12

What's in a Deck

- (2) Zeros
- (4) Card 1
- (3) Card 2
- (3) Card 3
- (3) Card 4
- (3) Card 5
- (3) Card 6
- (3) Card 7
- (3) Card 8
- (3) Card 9
- (3) Card 10
- (3) Card 11
- (3) Card 12
- 2 Minus Signs
- 2 Plus Signs
- 2 Subtraction Signs
- 2 Division Signs
- 2 RTS Cards
- 2 Skip Cards
- 1 GG card

Notes

Zero is a wild card

One can be a wild card

Players cannot pull and play; they must pull and pass.

When division signs are played, the problem must be divisible, for example,

Before playing the game, players must decide if they want to play by hand or play by score.

- **Play by Hand:** Players will, for example, decide before starting the game how many hands they want to play. They can decide to play 8 hands, and once they've finished 8 hands, the person who has won the most hands will be considered the winner. In this model, the books aren't worth anything. Instead a single (I) will be placed by a person's name after each win. Each hand is worth 50 points.

- **Play by Score:** Players will decide the winning score before starting the game. For example, the players may decide that the first person to reach 1000 points is the winner. In this model, each book is worth 50 points.

How to Play Game

- Players are dealt 7 cards each.
- Player 1 plays number card.
- Player 2 must play that same number card or pull from deck.
- If the player has the card, he or she can collect it and place it ace down as a book. Books are worth 5 points.
- Player 2 can play an Interrupter card. (The math symbols are Interrupter cards) if she or he doesn't have the same number card or if the player so chooses.
- If an Interrupter card is played, the next player must solve the equation.
- Interrupter cards cannot be played on top of one another, but they can be played in the same hand (see Game Examples).

Game Examples

- Mary plays the 5 card
- Janice plays the + card.
- Hannah plays the 3 card.
- The fourth player must then solve the problem by producing the 8 card or pulling from the deck.

Mary plays the 5 card

Janice plays the + card.

Hannah plays the 3 card.

The fourth player must then solve the problem by producing the 8 card or pulling from the deck. The fourth player cannot play a 3 card and collect the 3 that Hannah has just played. Instead, the player must honor the Interrupter's command, which is to add the cards. The player can, however, use another Interrupter. For example:

Mary plays the 5 card

Janice plays the + card.

Hannah plays the 3 card. The answer is obviously 8.

Sally plays the \div which, of course, is the division sign. This means that 8 is now being divided by whatsoever number Mary plays. Note: Mary can only play a number that can evenly divide 8. She cannot play another Interrupter card on top of the division symbol. She can play, however, the following numbers: 0, 1, 2, 4, 8 since these are the only numbers that can evenly divide the number 8.

Mary plays the 2 card. The obvious answer is 4, so Janice must then play the 4 card or she

can play an Interrupter. The number 4 can be evenly divided by; 0, 1, 2 and 4, so: Janice plays the 0 card. The obvious answer is 0, so the next player (Hannah) must play a 0. If she cannot play the 0, she must pull from the deck. Any of the players can use the Skip Card, which would force the next player to answer the Math equation. Any of the players can use the RTS Card, which would force the first player to play the Interrupter Card to answer the Math equation

Rules

- Each player will have his or her own deck and card pile.
- When a card is (virtually) collected by another player, the other players must leave that particular card in the card pile. For example, Erica plays the number 2 card. Samantha has the other number 2, so she collects the card virtually. Erica cannot then pick the 2 card back up; it must remain in her card pile for the entirety of the game.
- If player has two of the same number in his or her hand, the player can collect it as a book, thus, saving it from the next player. If player has three of the same numbers in his or her hand, the player can only collect two of those numbers as a book; the other number must be played.
- When game is played virtually, each players' hands must remain visible, and player cannot leave the computer, otherwise the game is forfeited.

Game Objective

To score the most hands or the most points, depending on the Game Style that you choose.