Witzzle[™] Pro

Introduction

- *Practice the math skills demanded of you every day
- *Reinforce basic operations
- *Develop problem solving skills
- *Explore negative number concepts
- *Build on your own abilities

The Witzzle™ Pro math game contains 40 playing cards each printed with a unique grid of nine numbers and a set of three equal frequency number cubes.



Great for family activities

Summary of Play

- 1. Select a level of play. (See page 4.)
- Shuffle the cards. Place them face down. Draw a card.
- Roll one or two number cubes for a target number.*
 Using two cubes, the target number will be the sum
 of the numbers.
- 4. Choose any row, column, or diagonal of three digits on the card.
- Use each digit ONCE AND ONLY ONCE in any order with any combination of two operations (+, -, x, ÷) and parentheses, if needed, to write a numerical expression equal to the target number. Follow order-of-operations rules.†
- * For negative target numbers -1 to -12, use negative symbol for the target number. For example: 2 & 6 are rolled, use -8 as a target number.
- † Order of Operations
 First, do operations in parentheses.
 Then multiply and divide in order from left to right.
 Finally add and subtract in order from left to right.

Ex. Using row 3 of game card on page 3.

1) If target is 22, then 4+9x2 -- Multiply first!

2) If target is 26, then 2x(9+4) -- Parentheses first! Each target may also be reached by two steps.

Ex.: 2,9,4 — 9x2=18, 18+4=22 2,9,4 — 9+4=13, 2x13=26

Each card has at least 49 target numbers. POSSIBLE SOLUTIONS



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5 - 6 = -10
  -7 \times 2 = -9
(1-3) \times 4 = -8
     2 - 9 = -7
(8-9) \times 6 = -6
9 - 6 - 8 = -5
7 - 8 - 3 = -4
(7-8) \times 3 = -3
(5-6) \times 1 = -1
5 + 1 - 6 = 0
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7 \times 3 - 8 =
  2 \times 9 - 4 =
  (1+3) \times 4 = 16
5 + 7 \times 2 = 19
(8-4) \times 5 = 20
 (5-2) \times 7 = 21
 4 + 2 \times 9 = 22
 6 + 8 + 9 = 23
 (5-1) \times 6 = 24
 (6-1) \times 5 = 25
(9+4) \times 2 = 26
 8 \times 4 - 5 = 27
 (9-2) \times 4 = 28
  5 \times 6 - 1 = 29
  1 + 5 \times 6 = 31
  (7-3) \times 8 = 32
  5 \times 7 - 2 = 33
 (6+1) \times 5 = 35
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Visit http://www.kaidy.com for more details.

Levels of Play --

Roll number cube(s) indicated for level of difficulty desired.



Beginning Players -- Use Only Star Cards!

-			
Level	Target Range	Cube(s)	Operations
1	1 to 6	White	+,-
2	1 to 12	White & Black	+,-

Experienced Players -- Moon and Star Cards!

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Level	Target Range	Cube(s)	Operations		
3	1 to 6	White	+,-,×,÷		
4	1 to 12	White & Black	+,-,x,÷		
5	1 to 36	White & Green	+,-,×,÷		

Advanced Players -- Moon and Star Cards!

Level Target Range		Cube(s)	Operations	
6	-1 to - 6	White	+,-,×,÷	
7	-1 to -12	White & Black	+,-,×,÷	

Targets -1 to -12 require player(s) to decide before rolling number cube(s) that target will be negative.

Use ZERO (0) as a warm-up target number at any level.

Difference Between Moon And Star Cards

Star Card Corner



Use for Levels 1-7



Star Card

Moon Card Corner



Use for Levels 3-7



Moon Card



Star Card

$$5 + 4 - 8 = 1$$

$$6 + 1 - 5 = 2$$

$$9 - 2 - 4 = 3$$

$$8 + 3 - 7 = 4$$

$$6 + 8 - 9 = 5$$

$$3 + 4 - 1 = 6$$

$$2 + 9 - 4 = 7$$

$$1 + 3 + 4 = 8$$

$$5 + 8 - 4 = 9$$

$$5 + 6 - 1 = 10$$

$$9 + 4 - 2 = 11$$

$$5 + 6 + 1 = 12$$



Moon Card

$$3 + 4 - 6 = 1
7 + 1 - 6 = 2
9 - 4 - 2 = 3
1 + 5 - 2 = 4
6 + 3 - 4 = 5
3 + 8 - 5 = 6
9 + 2 - 4 = 7
7 + 9 - 8 = 8
5 x 2 - 1 = 9
8 + 5 - 3 = 10
4 + 9 - 2 = 11
6 + 7 - 1 = 12$$

Each card can reach -12 through 36. Only Star Cards can reach 1-12 by using only addition and/or subtraction.

Single Player Games

- Select a Witzzle™ Pro card.
- 2. Roll the number cube(s) for a target number.
- 3. Solve for the target number using a selected row, column, or diagonal.

Multi-Player Games

Be the first player to shout "WITZZLE!". Then give the correct solution to win 1 point. If answer is incorrect or not immediately given, lose a point and other players continue with current target number and card.

Independent Play (2 or more players)

- Shuffle the Witzzle™ Pro cards. Place them face down in the center of the playing area.
- 2. Roll the number cube(s) for the target number.
- Pick the card from the top of the deck and turn it face up. All players use the same target number and card drawn.
- 4. Each player scores points individually. To earn a point, be the first one to find a solution with a true equation equal to the target number.
- 5. Select another card after each correct solution or if all players are stumped.
- 6. The first player to earn 5 points (or desired number) wins the game.

Team Play (4 or more players)

- 1. Divide players into teams.
- 2. Shuffle Witzzle™ Pro cards. Place them face down in the center of the playing area.
- 3. Each team receives one card from the deck.
- 4. Roll the number cube(s) for the target number. All teams use the same target number.
- 5. A point is awarded when a member of a team says "WITZZLE!" and shows a correct solution.
- 6. The first team to earn 5 points (or desired number wins the game.

Group Play (3 or more players)

- Shuffle Witzzle™ Pro cards. Place them face down in the center of the playing area.
- Each player is assigned a target number between -12 and 36. No two players may use the same number.
- 3. One player draws a card for all players to use.
- Each player plays for individual points. One point will be awarded to the first one to find a correct solution.
- 5. The first player to earn 5 points (or desired number) wins the game.

Variations To All Games:

- 1. Solve for a consecutive target series. (Example: 1 to 12 or -4 to 4)
 - 2. Solve for each target number with as many different solutions as possible.
 - 3. Beat the Clock! Set a time period and solve for all 49 target numbers, -12 to -1, 0, and 1 to 36.

Scoring Options:

- 1 Score one point for each correct answer.
- 2 Add the face values of the three numbers in the line selected to award the score.
 - (Ex. Use line 2,9,4 to reach a target. Then 2+9+4 = 15. So 15 points awarded.)

Players' Option--Cards may be used more than once if new target numbers are assigned--OR--target numbers may remain the same and a new card drawn after each correct solution.

Also in the Witzzle Series

WITZZLE JR. PUZZLE

Level 1

1	4	8
6	3	7
2	9	5

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You can add or subtract two numbers that are connected to each other horizontally, vertically, or diagonally to reach a target number. Use each number ONCE AND ONLY ONCE in every calculation.

Target Number	Solution
1	crepises e
2	m what
3	
4	
5	

100	
Target Number	Solution
6	
7	60 1839
8	
9	
10	

TM & O1998, Kaidy Educational Resources

More Witzzle Jr. puzzles available in Witzzle Jr. Activity Book.

Play to sharpen your mind!

WITZZLE" PRO PUZZLE

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1	3	5
4	2	6
9	8	7

Choose one row of three numbers (horizontal, vertical, or diagonal) from the square to form an equation that equals the given target number. Use basic operations, (), +, -, x, and/or +, and order of operations to create at least three equations equivalent for each target number. Use each

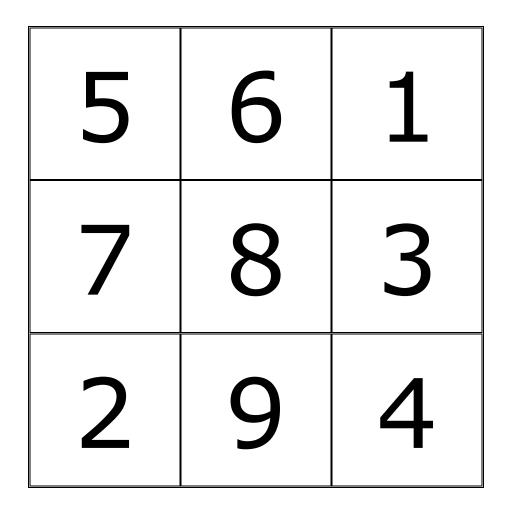
number ONCE AND ONLY ONCE in every calculation.

	Target Number
	= 1
1	= 1
	= 1
	= 2
2	= 2
	= 2
	= 3
3	= 3
	= 3
	= 4
4	= 4
	= 4
	= 5
5	= 5
	= 5

	Target Number
	= 6
6	= 6
	= 6
	= 7
7	= 7
	= 7
	= 8
8	= 8
12.	= 8
	= 9
9	= 9
7	= 9
	= 10
10	= 10
	= 10

More Witzzle Pro puzzles available in Witzzle Pro Activity Book.

Witzzle



- Kies een rij, kolom of diagonaal.
- Gebruik elk van de drie getallen precies één keer.
- Maak een bewerking naar keuze om het gedobbelde doelgetal te bekomen.

Elk resultaat van -12 tot 36 kan gevonden worden!

Witzzle van de week

6	3	2
7	5	9
4	8	1

zoek de volgende doelgetallen:

=
=
=
=

Witzzle - opdrachtkaarten

kaart 1	kaart 2	kaart 3	kaart 4	kaart 5
1 8 6	3 7 2	3 8 5	4 9 2	4 9 3
5 9 4	5 6 9	7 2 6	3 7 8	7 5 1
7 3 2	8 1 4	4 9 1	5 1 6	2 8 6
kaart 6	kaart 7	kaart 8	kaart 9	kaart 10
5 2 7	5 3 7	5 6 1	5 6 1	5 7 1
8 4 6	6 9 1	7 8 3	9 8 2	4 3 9
3 9 1	2 8 4	2 9 4	3 7 4	6 8 2
kaart 11	kaart 12	kaart 13	kaart 14	kaart 15
5 7 4	5 8 3	5 8 4	5 9 2	5 9 2
9 6 3	2 7 6	9 6 3	7 4 8	8 7 3
2 8 1	4 9 1	2 7 1	1 3 6	4 6 1
kaart 16	kaart 17	kaart 18	kaart 19	kaart 20
6 1 3	6 1 4	6 1 4	6 2 3	6 2 3
5 9 7	5 8 9	5 9 8	5 7 9	7 5 9
2 4 8	3 7 2	2 7 3	4 8 1	4 8 1
kaart 21	kaart 22	kaart 23	kaart 24	kaart 25
6 2 4	6 3 2	6 7 1	6 7 1	6 7 1
5 9 7	7 5 9	3 8 5	5 9 4	8 5 3
1 8 3	4 8 1	4 9 2	2 3 8	2 4 9
kaart 26	kaart 27	kaart 28	kaart 29	kaart 30
6 7 2	7 1 8	7 2 3	7 2 5	7 3 4
5 3 4	2 9 4	6 9 5	9 6 3	6 5 9
1 8 9	5 6 3	1 4 8	1 4 8	2 8 1
kaart 31	kaart 32	kaart 33	kaart 34	kaart 35
7 3 5	7 3 6	7 4 1	7 4 1	7 5 1
2 9 8	5 9 4	2 9 8	8 5 6	8 9 3
4 6 1	1 8 2	3 5 6	2 9 3	2 4 6
kaart 36	kaart 37	kaart 38	kaart 39	kaart 40
8 1 4	8 3 1	8 9 1	9 3 6	9 8 1
9 7 5	9 7 5	6 4 5	4 7 5	2 6 4

Witzzle - oplossingen

5	6	1
7	8	3
2	9	4

3 - 7 - 8 2 - 9 - 4 1 - 5 - 6 5 - 7 x 2 (1-3) x 4 4 - 2 - 9 (8-9) x 6 9 - 6 - 8 7 - 8 - 3 (7-8) x 3 5 - 6 - 1 (5-6) x 1	= -11 = -10 = -9 = -8 = -7 = -6 = -5 = -4 = -3 = -2	$7 \times 3 - 8 = 13$ $2 \times 9 - 4 = 14$ 2 + 9 + 4 = 15 $(1+3) \times 4 = 16$ $8 \times 3 - 7 = 17$ 7 + 8 + 3 = 18 $5 + 7 \times 2 = 19$ $(8-4) \times 5 = 20$ $(5-2) \times 7 = 21$ $4 + 2 \times 9 = 22$ 6 + 8 + 9 = 23 $(5-1) \times 6 = 24$
5 + 1 - 6	= 0	
5 + 4 - 8 6 + 1 - 5 9 - 2 - 4 8 + 3 - 7 6 + 8 - 9 3 + 4 - 1 2 + 9 - 4 1 + 3 + 4 5 + 8 - 4 5 + 6 - 1 9 + 4 - 2 5 + 6 + 1	= 2 = 3 = 4 = 5 = 6 = 7 = 8 = 9 = 10 = 11	$(6-1) \times 5 = 25$ $(9+4) \times 2 = 26$ $8 \times 4 - 5 = 27$ $(9-2) \times 4 = 28$ $5 \times 6 - 1 = 29$ $5 \times 6 \times 1 = 30$ $1 + 5 \times 6 = 31$ $(7-3) \times 8 = 32$ $5 \times 7 - 2 = 33$ $9 \times 4 - 2 = 34$ $(6+1) \times 5 = 35$ $(5+1) \times 6 = 36$