

Handout 35. **Playing cards (1/2)**

Card #25	Card #26	Card #27	Card #28
Divide all even scores by 2. Odd scores are unchanged.	All scores multiple of 3 are divided by three. The other scores are unchanged.	If your score is 0, then copy the value of the best score.	If you have the best score, then change its value to 0. Otherwise, keep your score unchanged.
Card #29	Card #30	Card #31	Card #32
The new value of your score is the sum of your two closest neighbours' scores.	Exchange the value of your score with your right-hand neighbour's.	If your score is even, then divide it by 2, otherwise add 1 to it.	Switch clockwise all the scores (all teams get the values of their right-hand neighbours' scores).
Card #33	Card #34	Card #35	Card #36
Choose the new value of your score amongst all the available scores, including yours.	If your score is inferior or equal to 10, multiply it by itself to find its new value.	All the scores superior or equal to 5 lose 5 points.	All the scores inferior or equal to 5 increase by 5 points.
Card #37	Card #38	Card #39	Card #40
Keep all the scores unchanged.	Steal a total of 10 points from one or more opposing teams, unless the sum of their scores is less than 10.	Roll a 6-sided die. The result of the die is the new value of your score.	Roll a 6-sided die. The result of the die is the new value of the score of the team in front of you.
Card #41	Card #42	Card #43	Card #44
Your score ...	Your score ...	Your score ...	Your score ...
Card #45	Card #46	Card #47	Card #48
All the scores ...	All the scores ...	All the scores ...	All the scores ...