



GREEN (level2)

This 54 card AGO Green deck contains:
36 Question cards (colored Aqua, Green, Orange and Purple, and numbered 1-9), and **18 Action cards** (4 x Pick up, 4 x Change direction, 4x Jump a player, 4x Change color, 1 Splatter card, and 1 Erase card).

Useful Classroom Tips:

Setting the Right Difficulty Level:

It is sometimes best to introduce AGO Green cards to students over a number of lessons. Spending five minutes practicing a few new cards at the start of class, or playing easy games, like 'Quiz Show' (where the teacher reads out question cards that students can win by raising their hands and answering correctly), are good ways to begin.

Mixing AGO Aqua and Green decks together:

Adding a few new Green cards to an AGO Aqua deck each time you play (while removing Aqua cards that have become too easy) is another simple way to manage difficulty. When doing this, put in extra Green action cards (and let the players know!) It motivates them to use the new cards!

Color Coding: Watch for color coded text on the cards. These give hints for filling in blanks, and forming sentences.

Variety is the spice of life! There are many ways to use the AGO cards. Different games have different skill levels, strengths and points of focus, so mix it up and keep it fresh!

Encouraging Expansion:

Teachers and advanced students should ask follow up questions or move the dialogue to related topics of interest when appropriate.

Support materials to smoothly guide students towards the goal of being able to ask and answer all the questions fluently are available for download from www.agocardgame.com.

Support Materials include:

-A translation of the questions and answers.
-Extra, printable game cards for teachers that encourage expansion, and reward creative questions and answers with bonus points.
-An award sheet, where students collect stamps and stickers as they play, and more...

Also, a picture dictionary, posters, and other classroom props can help. (e.g. when asking 'What's that?', perhaps point at an object in the classroom). In other words... don't limit yourself just to the content on the cards!

Hope you enjoy playing!

game 1 Splatter

For 2-5 players. Splatter is based on the regular rules for AGO Last Card*, with these additions:

Splatter card: This card causes all other players to pick up the number of Pick Up cards in play (e.g. if a Splatter card is played on top of a Pick Up 3, and a Pick Up 2 card, all other players would draw 5 cards). Splatter can be played on any card, and a new color is nominated after.

Note: If there are not enough cards in the draw pile after a 'Splatter', all available cards are shared evenly by those who must pick up.

Erase card: This card spares a player from picking up. It is playable on any card, including a 'Splatter'. A new color is nominated after.

Optional Advanced Rule:

Once Pick Up cards are in play: Jump a Player, Change Direction and Pick Up cards become playable on top of each other. However, Change Direction and Jump a Player cards must also match color or rank to be played in this situation.

* LAST CARD RULES SUMMARY:

Last Card is a variant of Crazy 8s. Detailed rules are included with the AGO Aqua instructions, and an animated tutorial is available online, but briefly:

The goal is to play all cards from your hand, first. Players are dealt 7 cards, the remainder form a face down draw pile. Play Rock Scissors Paper to decide the starting player. Players take turns (initially clockwise) to play cards onto the table. On their turn, a player must play a card matching the color or rank of the card previously played. (Note: the starting player may play any card from their hand). If a player has no playable cards, they pick up a card from the draw pile. This card may be used if playable, otherwise the player forfeits their turn. Instructions on Action cards are followed. A player may play a Pick Up card on top of another. Multiple cards of the same rank may be played together. Once the draw pile is exhausted, played cards are shuffled and added. When a player is one move away from finishing, they must call out 'Last Card(s)'. If they don't, and another player notices, they pick up a one card penalty.

game 4 Interview Game

For 4-36 Players. In this simple but effective game, each student is given one question card. Players walk around the room, swapping their card with other players, asking and answering the questions on the cards as they do so.

To make things more interesting, get players to collect signatures. The player with the most signatures when time is called, or first to get every signature, wins.

game 2 AGO Fish

For 2-5 Players. In this adaptation of the classic card game 'Go Fish', the objective is to pair up and discard cards of the same rank. Players keep a tally of their paired cards, and the player with the most pairs at the end, wins.

Setting Up: Deal all players seven cards. The remainder form a face down draw pile.

How to Play: Players take turns clockwise starting left from the dealer. On a player's turn, they select a card from their hand and place it face up on the table. The question is read out, and addressed to a player of their choice to answer. (Note: If an action card is played, a player instead asks 'Do you have a ____ card?').

If the addressed player has a card of the same rank, they hand it over as they answer. As the question asker made a pair, they get to play again. Otherwise, 'Go Fish' is called out, the question asker draws a card from the deck, picks up their original card, and their turn ends.

The game continues until the draw pile is exhausted, and all cards have been matched up.

Other points: The Erase and Splatter cards pair with each other, scoring double points.

If a player runs out of cards, they draw five new cards from the deck.

game 5 Top Hand (AGO Poker)

For 4-8 competent players. In this game, players try to get the best card hand possible by swapping unwanted cards with other players.

Setting Up: Remove all action cards from the deck, except Change Color cards (these are wild cards that can represent any color, or number). Deal 5 cards to all players (which are KEPT SECRET).

How to Play: Players move around the room swapping cards with each other to improve their hand. To swap cards, two players each place an unwanted card face down on a table, then turn them over simultaneously. After each has asked and answered a question, they pick up their new card. Players can exchange cards as often as they like, but may not request a specific card.

After several minutes, time is called. Players show their hands and their scores are tallied. Usually, three rounds are played. The highest total score at the end, wins.

Hands are scored as follows:

Note: Change color cards are wild.

1 pair = 1 pt; 2 pairs = 2 pts; Three of a kind = 3 pts; Straight = 4 pts; Flush = 5 pts; Full house = 6 pts; Four of a kind = 7 pts; Straight flush = 8 pts; Five of a kind! = 10 pts.

game 3 Rock Scissors Paper Battle

For up to ten players. This game is easy to set up, quick to play, and gets all players involved at the same time. It's great for fluency, competitive and lots of fun!

Setting Up: Place all AGO cards face down on the table, and get players to mix them up. Pair up players (groups of three also work). Each group plays rock scissors paper. The winner becomes the starting player.

How to Play: The winner selects any card from the table. If a question card is selected, the question is read out and then answered by the others in their group. Following this, players again play rock scissors paper. The winner keeps the card. After this, the process is repeated.

Bonus Cards: Should a player pick up an action card, they collect this, scoring an extra point, then pick up another face down card.

Pick Up cards are worth their stated value – e.g. a Pick Up Three is worth three points. The Erase and Splatter cards are worth four points.

Other Points: Players keep track of the cards that they win in their own pile.

The highest score at the end, wins.



card game
by Leon Butchers

Video tutorials and more game ideas are available online at

www.agocardgame.com

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