



This 54 card AGO **AQUA** 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 and 6x Change color cards.

Tips for Teachers and Parents:

A translation of the text on the cards is available from www.agocardgame.com

Only English should be used. Add a penalty for breaking this rule to silence the chatter!

Use the AGO Award Card (downloadable from our website) to keep players motivated, and on the right path!

Once students are comfortable with the language on the cards, encourage them to improvise questions, and expand answers.

If a player wins Last Card early on, keep them involved by asking them other players' questions from time to time.

Most of all, keep it lively and fun!

game 1

Quiz Show

This simple game for two or more players is a great way to introduce AGO cards to beginners.

How to Play: A teacher / quizmaster asks a selection of questions using cards from the AGO deck. Players raise their hands to answer (depending on the students level, the teacher may offer some guidance, and show the players the card). If a player answers correctly, they win the card. Most cards at the end, wins!

Optional Rules:

Each card is worth its number value (i.e. a 7 card is worth 7 points). The player with most points at the end, wins.

Bonus Rounds:

Bonus rounds can be played as follows: Place one **action card** for each player face down on the table. After mixing, players each select one card, and add the points to their score. (Change color cards = 10 points; 'Jump' and Change direction = 5 points; Pick Up cards are worth their number of spots (i.e. Pick Up one = 1 point).

game 2

Last Card

A variation of 'Crazy 8's'. This game is best with 2-5 players. The first to play all cards from their hand, wins!

How to Play: A dealer shuffles, then deals seven cards to each player. Remaining cards are placed face down in a draw pile.

Play rock scissors paper to choose a starting player. They may now play any card from their hand onto the table to begin play. Players initially take turns in a clockwise order.

On their turn, a player must play either a *Change color* card, or a card that is the same color or rank as the card previously played.

E.g. If a green 8 card is played, the next player must play either a green card, an 8 card or a Change color card.

Players may play several cards of the same number or type together (E.g. two number 7 cards, or three Jump a Player cards), provided the first card played is the correct color or rank.

If unable to play on their turn, a player instead picks up a card from the draw pile. If playable, they may use this card. Otherwise, they forfeit their turn.

game 3

Rock Scissors Paper Battle

For up to ten players. This game is easy to set up, quick, competitive and lots of fun. As everyone is involved at the same time, it's great for larger classes. This game tends to work best with players who are familiar with the cards, and looking to improve their fluency.

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(s) take the first turn.

How to Play: On their turn, a player selects any card from the table. Question cards are read out and then answered by the others in their group. Following this, players again play rock, scissors, paper. The winner keeps the card, then selects another, repeating the process.

Bonus Cards: Should a player pick up an action card, they collect this, then take another turn.

Pick Up cards are worth their stated value – e.g. a Pick Up Three is worth three points.

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

game 4

Hunting

For 2-5 players. The objective is to score as many points as possible.

How to Play: Spread all cards face down on the table. Play rock scissors paper to determine a starting player. Players initially take turns in a clockwise order.

On a player's turn, they pick up one of the face down cards. Question cards are read out, and answered by the next player up. Instructions on action cards are followed.

Play continues until all cards are picked up, or the teacher calls time. Highest score, wins.

Scoring:

Cards 1-9 are worth their number value.

Pick up cards are worth their pick up value (i.e. pick up 3 = 3 points), plus the player picks up the number of cards specified (adding these to their score, and following their instruction). **Jump a player** and **Change direction** cards are worth 5 points.

Change color cards are worth 10 points.

game 5

Interview Game

For 4-36 Players. This simple but effective and fun game gets all students interacting at the same time, making it great for larger classes. It works best with students who are familiar with the cards, and need to develop fluency.

How to Play: Each student is given one question card. Players walk around the room, swapping their card with other players, asking and answering the questions on their 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.



by Leon Butchers

Video tutorials and more game ideas are available online at

www.agocardgame.com

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For more info, visit www.agocardgame.com
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