



ORANGE (level 3)

This 54 card AGO Orange deck contains: 36 Question cards (colored Aqua, Green, Orange and Purple, and numbered 1-9), and 18 Action cards (4x Pick up, 4x Change direction, 4x Jump a player, 3x Change color, 1 Splatter card, 1 Erase card and 1 Double Play card).

game 1 Splatter

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

Double Play card: This card allows a player to take two turns in a row. To use, a player first plays a question card (multiple cards of the same rank are also okay). After their opponent has answered the question, the double play card is played, followed by a card matching the color or rank of the card preceding the double play card. If a player fails to match color or rank, they instead draw from the deck.

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 the classic 'Crazy 8s' family of card games. Full instructions are included in the AGO Aqua box and 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. 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.

After dealing all players one question card, they walk around the room, swapping their card with each other, asking and answering the questions as they do so.

The game works best if players collect signatures as they swap cards. The player with the most signatures when time is called, or first to get every signature, wins.

Useful Classroom Tips:

Mixing Decks to Set the Right Level:

Especially with elementary aged students 'leveling up' to AGO Orange, it's often best to mix new AGO ORANGE cards into an AGO GREEN deck gradually, to make the transition smooth, and allow time for players to learn the new questions and grammar.

Easy games such as 'Quiz Show' (where the teacher reads out question cards that students win by answering) are a good way to introduce and practice new cards in a controlled manner.

Question topics are roughly ranked in order of difficulty (topics 8 and 9 are the hardest, and require a little more practice).

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! AGO cards are versatile. Different games have different skill levels, strengths and points of focus, so mix it up and keep it fresh!

Encouraging Expansion:

Try to use the question cards as 'conversation springboards'. Most answers to AGO Orange questions can, and **should** be expanded upon. Encouraging students to ask follow up questions and guiding the dialogue to related topics of interest when appropriate is an important role for the teacher to play.

More tips and support materials to smoothly guide students towards the goal of being able to ask and answer all the questions well are available for download from agocardgame.com.

Answers to the riddles on the **Purple 9** card can also be found on the website, along with some more riddles to try out!

And remember, explore the language, and don't limit yourself just to the text and content on the cards!

Hope you have fun!

game 2 Double AGO Fish

For 2-5 players. In this adaptation of the classic card game 'Go Fish', players attempt 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 after answering. As the question asker made a pair, they get to play again. Otherwise, 'Go Fish' is called out, the question asker draws **two cards** 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.

-A player with the **'Double play'** card may use this to take another turn (after a 'go fish').

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

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, Splatter and Double Play 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.

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, and the Double Play card. (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.

Double Play: At the start of the round, a player with the **'Double Play'** card must play this. They may now discard any unwanted cards (plus the Double Play card) for fresh cards from the deck.

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.



card game
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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