

How To Play GREATER THAN LESSONS™

2-4 Players

Ages 5 And Up

10-15 Minutes



In The Box:

1 Rules Sheet

1 Symbol Die

50 Number Cards

The Game:

Players state sentences using the number on the card they flipped, the symbol on the die they rolled, and the numbers on the cards in their hand. The players accumulate cards by putting flipped and played cards in their pile in front of them. Whoever has the most cards at the end of the game wins!

Set Up:

Shuffle the deck and deal each player 5 cards. Place the deck and the die in the middle of the table. The person whose birthday is coming up next goes first.

Play:

1. The player flips the top card of the deck and says the number.
2. The player rolls the die and says the symbol: greater than, less than, or equals.
Be sure to turn the die so the sun shows which way is up.

3. In a sentence, the player says the number on the flipped card, the symbol on the die, and any cards in their hand that apply.



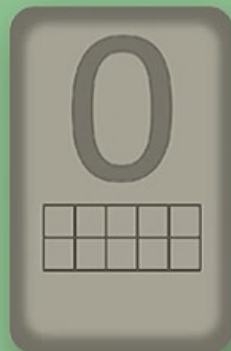
"Seven is greater than two."

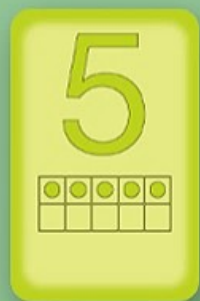


"Seven is greater than four."

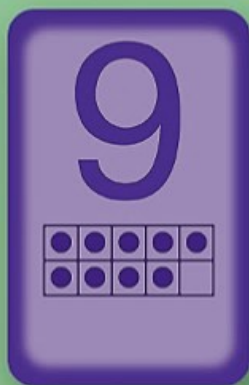


"Seven is greater than zero."

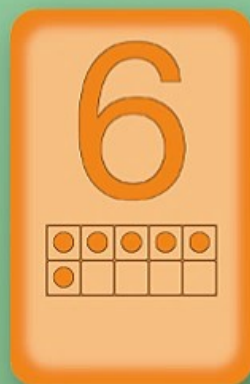




"Five is
less than
nine."

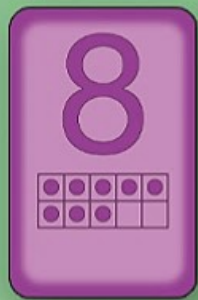


"Five is
less than
six."



4. The player moves the flipped card and the cards they played to a pile in front of themselves and draws to have five cards.
5. The die passes to the left and it is the next player's turn.

A player can't play.



"Eight equals... umm.
I don't have an eight."

If a player doesn't have any cards that they can play, that player says that they can't play and the next player tries, then the next, until a player can play. That player does so and moves the flipped and played cards in front of themselves. That is the end of that person's turn.

No one can play,

If none of the players can play, then the player who flipped the card that no one can play on starts their turn by flipping a new card on top of the old one and rolling again.

Winning:

When there are no more cards in the deck, all of the players put the cards in their hands in the piles in front of them and the game is over. Everyone counts their cards in front of them, and the player with the most cards wins!

Two-Player Ending:

When the players have counted their piles of cards, they place the die in between the two piles to show which is greater and which is less.

Greater Than Lessons™
Game by Matt Hollensbe.
Art by Ray Armas and
Matt Hollensbe.



©2022 Exit Games TTG Ltd. All rights reserved Knoxville, TN USA.

www.exitgamesttg.com