

A42.1 Corny Corners™

There are two winners for each of these exciting Corny Corners games: the player who wins the race and the player with the highest score.

Objective: To practice the sums of 5, 10, 15, and 20 within a race environment.

Cards: The 50 Corners™ cards.

Number of Players: From 2 to 4.

Deal: Place the deck of Corners cards face down in the center of the table. For two or three players, each player takes eight cards, keeping them face down. For four players, each person takes six cards.

Play: When all players are ready, the youngest says “Kernel.” This signals each player to turn their cards face up and combine them, matching colors and sums equaling multiplies of five: 5, 10, 15, or 20. No scoreless matching, allowed in basic Corners, is permitted. Each player works separately with their own cards. Cards can be played anywhere, not only to the last card played, and can be rearranged as needed to connect all the cards.

Each time a player has combined all her cards, she says “Sweet,” which means all players take one more card. If two players say Sweet at the same time, players still take only one card.

Play continues until there are not enough cards left for each player to take a card for a Sweet. The winner of the race is the first player after the last Sweet to combine all her cards and say “Popcorn.”

At the end of the game players add their sums mentally. The player with the highest score is the second winner.

Variation 1: Use the multiplies of three. Players may want paper and pencil to score.

Variation 2: Use the multiplies of four. Players may want paper and pencil to score.

Variation 3: Use the multiplies of two, but no doubles are permitted. Players may want paper and pencil to score.