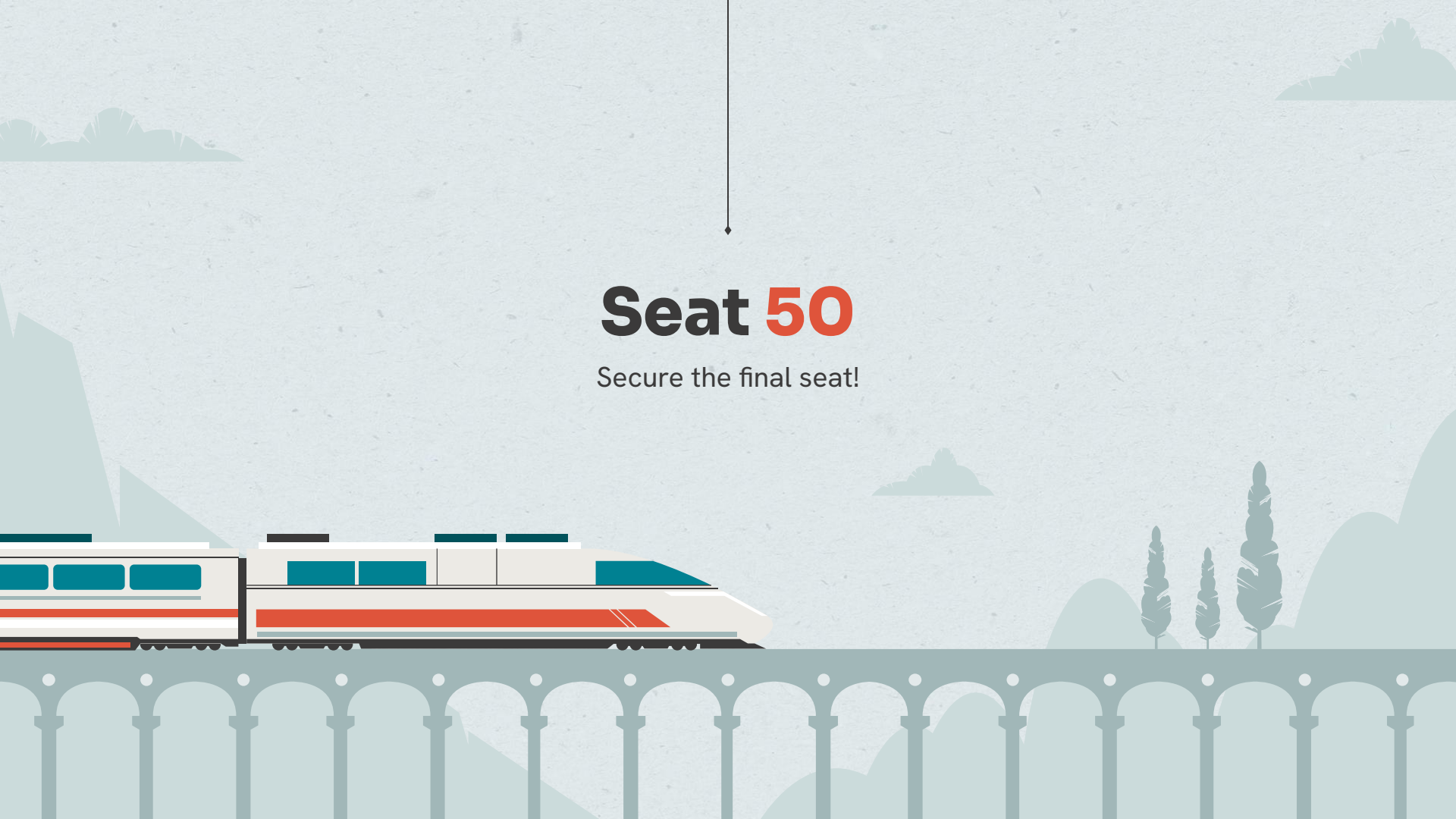
Seat 50

Secure the final seat!



Imagine

Our game: Seat 50

- Quick, turn-based card game
- 2-4 players
- All players manipulate the same token
- Target audience: Elementary school students grades 3-6
- Learning goal: increased comfort with addition, subtraction, multiplication, and factoring

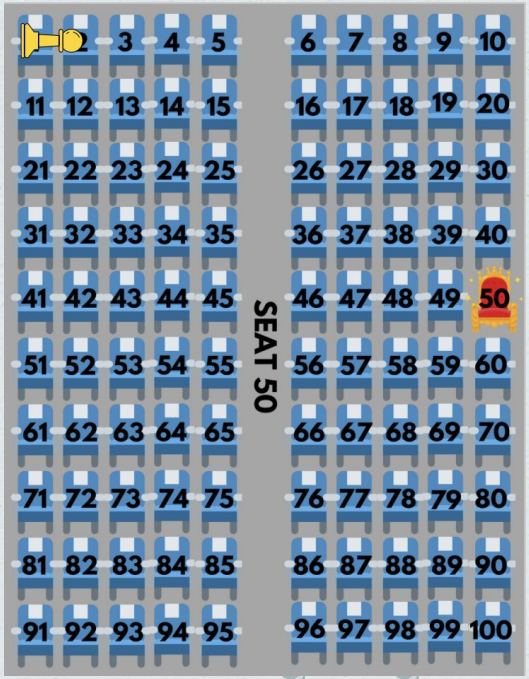
Set-up

Pieces

- Standard deck, take out face cards
- Train-seating board
- 1 pawn

Set-up

Place the pawn on seat 1 and deal 5 cards to each player face down. Leave the remaining deck as a draw pile where everyone can reach.



Gameplay

Your Turn!

1. Choose one of your cards and place it face up in a central discard pile.
    - If the current seat number is **below 50**, then add or multiply that number with the current seat number.
    - If the current seat number is **above 50**, then subtract or divide that number from the current seat number.
2. When dividing, your answer must be an integer (whole number, e.g. 1, 12, 25 not 3.35 or 8.75).
3. Move the pawn to the new seat number and declare the number out loud, e.g. “Seat 30”
4. Draw a card.

How to Win

If you get the pawn to seat 50, no higher or lower, on YOUR turn, then you win!

Variations

Different seat

Pick a different seat as the goal for some variation by picking two random cards from the deck to choose the ones and tens place

Language learning

Describe your operations as you do them

Semi-collaborative

You can use any operation at any time. You win if either you or the person after you make it to 50 on their turn.

Learning Goal

Behaviorism

↓

Arithmetic Practice
in a flow state

↓

Mastery!

Our experience making Seat 50

- First was going to be English language learning
- Working out a core game dynamic was more difficult than we expected!
- Brainstorming sessions to develop the game dynamic and make it more playable
- We changed from a language learning game to a math game and ran through several different iterations of the rules

Other thoughts

- Took a different form than originally expected
- Shines as a family of games rather than one specific set of rules
- Lots of possibilities with our game pieces and core dynamics
- Balance