



ADVANCED

DECIMAL	FRACTION	PERCENT
.05	1/20	5%
.10	1/10	10%
.125	1/8	12-1/2%
.20	1/5	20%
.25	1/4	25%
.30	3/10	30%
.333	1/3	33-1/3%
.375	3/8	37-1/2%
.40	2/5	40%
.50	1/2	50%
.55	11/20	55%
.60	3/5	60%
.625	5/8	62-1/2%
.666	2/3	66-2/3%
.70	7/10	70%
.75	3/4	75%
.80	4/5	80%
.875	7/8	87-1/2%
.90	9/10	90%
1.0	1	100%

5. Object: To dispose of all cards in hand. When one card is left, player must say "FraPerDECK". If player fails to say FraPerDECK, he/she must draw 2 cards. When a player goes out, remaining players convert all cards in their hand to decimals, and add. Player with the lowest score wins.



ORIGINAL

Fractions • Decimals • Percents

Welcome to the world of FraPerDECK, educational playing cards for enjoyment in learning. The 61 card deck consists of 20 common fractions, the corresponding decimal and percent equivalents, and one Old Buffalo card. During play, keep a conversion chart in front of the player/learner at all times. More games, as well as beginner and intermediate conversion charts, are available from our website at www.fraperdeck.com. Have fun!

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GAMES

A. War

1. Players: 2
2. Cards: Beginner, Intermediate, Advanced
3. Deal: Deal out all cards. Players do not look at cards, but keep them in a pile face down.
4. Play: Both players turn their top card face up on the table. Whoever has the highest card takes both cards and adds them face down to the bottom of his/her pile. If the turned up cards are equal, there is war. Both players play the next three cards face down and fourth card face up. Whoever has the highest takes all the cards and adds them face down to the bottom of his/her pile. If they are equal again, the process repeats until someone has a higher card. The Old Buffalo card is the highest and takes all.
4. Object: To win all the cards.

B. Big One

1. Players: 2 or more
2. Cards: Beginner, Intermediate, Advanced (remove .333 and .666)
3. Deal: Each player is dealt 7 cards.
4. Play: As in rummy. A book consists of cards adding up to 1 and is laid down as soon as collected.
5. Object: To dispose of all cards in hand by matching cards adding up to 1. For example, 90% and .1 would be a book. More than 2 cards can be used – i.e. 1/10, 30% and .60 would add up to 1 and be a book. Points are received for the number of cards in each book, and deducted for each card held after some one goes out.

C. Old Buffalo (as in old maid)

1. Players: 2 or more
2. Cards: Beginner, Intermediate, Advanced

Remove one of the categories –

i.e. decimal, percent or fraction.

This leaves possible combinations of decimal/fraction, percent/fraction, or decimal/percent. Insert the Old Buffalo card into the deck.

3. Deal: All cards are dealt out. Players look at cards and discard any matching equivalents – i.e. 1/10 and .1; or 10% and 1/10, etc.
4. Play: Player to the left of the dealer selects a card from the dealers hand without seeing it and adds it to his/her hand. If it makes an equivalent pair, it is discarded. The player who just took a card now offers her hand to the next player on the left and so on.
5. Object: To get rid of all cards in hand and not end up with the Old Buffalo. The holder of the Old Buffalo at the end is the loser.

D. Ultimate FraPer DECK (as in crazy 8's)

1. Players: 2 or more
2. Cards: Beginner, Intermediate, Advanced
3. Deal: Each player is dealt 7 cards. If more than 3 players, each player is dealt 5 cards. Remaining cards are turned face down to form a stockpile.
4. Play: Top card of stockpile is turned over to form a discard pile. Player to left of dealer plays, following suit. A suit is a fraction, percent or decimal. If player can't follow suit, he/she must draw from the stockpile until a playable card is drawn. Player can change suit by playing an equivalent – i.e. if top card is 4/5, player could change to percents by playing an 80%. Suit can also be changed with a wild card, the 1, 1.0 and 100% being wild.