

# NASCO I — A Bingo Game of Algebra Equations

## DIRECTIONS ON HOW TO PLAY

Play in small or large groups. The game can be played for any length of time and have any number of winners.

1. To start, each player selects a 5 x 6 playing card and places a marker on the center square.
2. The caller shuffles the small question cards facedown, picks the top card off the pile, and reads the equation. Do not read the answers.

Example: N —  $x + 2y = -5$

$$3x - y = -1$$

The player looks for the answer under the letter N. If they have the answer  $(-1, -2)$  under the letter N, they place a marker on that answer.

3. The caller then returns the card to the file box and places it under the correct letter. In addition, he places a marker next to the answer on the master answer sheet that corresponds with the card.
4. Play continues in the same way with the caller reading the next card.
5. When a player succeeds in covering five squares in a complete row, either vertically, horizontally, or diagonally, he calls NASCO, and everyone stops playing.
6. The caller then checks the master sheet as the player reads off their five covered answers. If they match, the player wins. If not, the player, as a penalty, must remove their five markers in a row, and the game continues.
7. The winner becomes the caller for the next game, or play continues until someone fills their entire card.

## Playing for Points

To play for points, set a time limit at the start of the game. Players keep their own score or appoint a scorekeeper. The person with the highest score at the end of the time limit is the winner.

## How to Score

10 points for the first NASCO

15 points for the second NASCO

20 points for the third NASCO

30 points for the fourth NASCO

40 points for the fifth NASCO

50 points for the sixth NASCO

Score 50 points for each additional NASCO