

Prime Bomb Capture

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Start by Dealing 5 Cards (face down) to each player

Player 1



Player 2



Player 3



Player 4

The object of the game is to capture cards by bidding on them



Primes are captured by bidding with Bombs



Bombs are captured by bidding with Primes

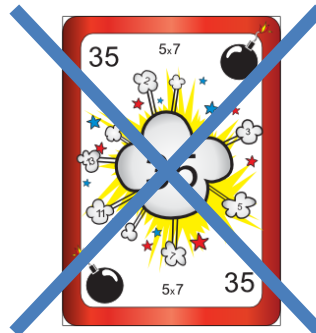
The highest bomb when bidding on a prime captures the prime



beats



The bid must contain the prime
Example – you cannot bid 35 on a 2



The highest combination of primes wins a bomb.



beats



Play progresses around until the card is won

A player may pass on any bid.

Before you start – decide on how many rounds will be played
(5-7 works well).



Let's try it!

Play card face up

Player 1



Player 4

Player 2

Player 3

Player 1 cannot play – will Pass

Player 1



Pass!



Player 4



Player 2



Player 3



Player 2 cannot play – will Pass

Player 1



Pass!

Player 4



Player 2

Player 3



Player 3 bids the 2

Player 1



Player 2



Player 3



Player 4



Player 4 bids a 2

Player 1



Player 2



Player 3

Player 4



Player 1 and 2 both pass

Player 1



Pass



Pass



Player 3

Player 4



Player 2

Player 3 also passes (they have no play)

Player 1

Player 4

Player 2

Player 3

Pass

Pass

Pass

Player 4 can add their 4 to their bid ($2 \times 4 = 8$, factor of 16)

Player 4

Player 1

Player 2

Player 3

The image displays a game board with four players and their respective cards. Each card features a central number, its prime factorization, and a bomb icon. The cards are arranged as follows:

- Player 1 (Red border):** 18 (2·3·3), 25 (5·5), 44 (2·2·11), 3 (PRIME), 11 (PRIME).
- Player 2 (Red border):** 5 (PRIME), 15 (3·5), 21 (3·7), 30 (2·3·5), 14 (2·7).
- Player 3 (Red border):** 35 (5·7), 20 (2·2·5), 7 (PRIME), 45 (3·3·5).
- Player 4 (Red border):** 40 (2·2·2·5), 12 (2·2·3), 27 (3·3·3).

The current bid is 16 (2·2·2·2), which is a multiple of 4 (Player 4's card) and 2 (Player 3's card). A green-bordered card with the number 2 (PRIME) is shown being added to the bid, resulting in 18 (2·3·3).

Everyone passes – next time around – so player 4 wins all cards

Player 1

Player 4

Player 2

Player 3

Pass

Pass

Pass

The image shows a collection of 20 cards from a game, arranged in a grid. The cards are numbered 2, 4, 5, 7, 11, 12, 15, 16, 18, 20, 21, 25, 27, 30, 35, 40, 44, 45. Some cards are marked 'PRIME' and have a star icon. The cards are arranged in a grid with some overlapping. The word 'Pass' is written in the center of the grid.

Card Number	Factors	Special Features
2	2	PRIME, Star
4	2, 2	
5	5	PRIME, Star
7	7	PRIME, Star
11	11	PRIME, Star
12	2, 2, 3	
15	3, 5	
16	2, 2, 2, 2	
18	2, 3, 3	
20	2, 2, 5	
21	3, 7	
25	5, 5	
27	3, 3, 3	
30	2, 3, 5	
35	5, 7	
40	2, 2, 2, 5	
44	2, 2, 11	
45	3, 3, 5	

Player 4 takes the cards – they can keep any 5 in play
 They must “sit out” the other cards they cannot play them.

Player 1



Player 2

If players agree – any player can trade any cards in their hand from the deck at the end of each round.

Decide if you will do this before game starts.

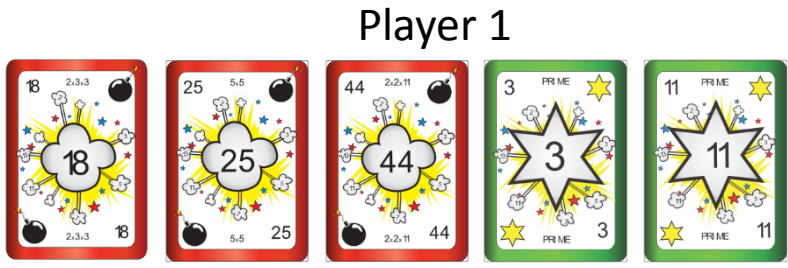
Player 3



Player 4



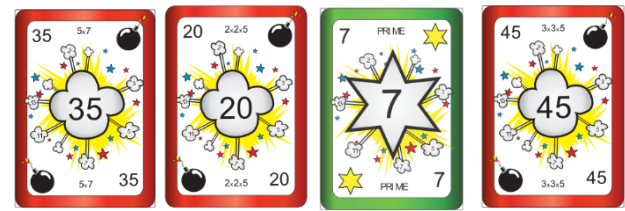
Deal another card to capture – face up off the deck.



Player 4



Player 2



Player 1 bids a 44 (4x11)

Player 1



Player 4

Player 2

Player 3

Everyone else must pass – player 1 wins the card

The image displays 25 cards arranged in a grid. Each card features a number in a central starburst, surrounded by its prime factors and the word 'PRIME'. The cards are organized as follows:

- Player 1 (Top Row):** 16 (2,2,2,2), 4 (2,2), 40 (2,2,2,5), 18 (2,3,3), 25 (5,5), 3 (PRIME), 11 (PRIME), 5 (PRIME).
- Player 2 (Middle Rows):** 12 (2,2,3), 27 (3,3,3), 15 (3,5), 21 (3,7), 30 (2,3,5), 14 (2,7).
- Player 3 (Bottom Row):** 44 (2,2,11), 11 (PRIME), 35 (5,7), 20 (2,2,5), 7 (PRIME), 45 (3,3,5).
- Player 4 (Left Column):** 2 (PRIME), 2 (PRIME).

The word "Pass" is written between Player 1 and Player 2, and between Player 2 and Player 3, indicating that they have passed on the card.

Player 1 sits out their 18 – puts 11 in hand



Player 4

Player 1

Player 2

Player 3

Next Card is dealt



Player 1



Player 2



Player 3

Player 4

First round of bids

Player 1

11 PRIME 11, 25 5:5 25, 44 2:2:11 44, 3 PRIME 3, 11 PRIME 11

Player 2

5 PRIME 5, 15 3:5 15, 21 3:7 21, 30 2:3:5 30

Player 3

35 5:7 35, 20 2:2:5 20, 45 3:3:5 45

Player 4

16 2:2:2:2 16, 4 2:2 4, 40 2:2:2:5 40, 12 2:2:3 12, 27 3:3:3 27, 2 PRIME 2, 2 PRIME 2

Pass

28 2:2:7 28

Player 1 (continued)

18 3:3 18

Player 2 (continued)

14 2:7 14

Player 3 (continued)

7 PRIME 7

One more round



Player 4



Player 1



Player 2



Player 3



Player 1 bids 3



Player 1

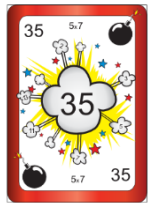
Player 4

Player 2

Player 3

Player 2 bids 5

Player 1



Player 4

Player 2

Player 3

Players 3 and 4 pass – one more time around – player 2 wins

The image displays a collection of 30 cards, each featuring a number and its mathematical properties. The cards are arranged around four players:

- Player 1:** 11 (PRIME), 25 (5x5), 44 (2x2x11), 3 (PRIME), 11 (PRIME), 18 (2x3x3).
- Player 2:** 15 (3x5), 21 (3x7), 30 (2x3x5).
- Player 3:** 28 (2x2x7), 35 (5x7), 20 (2x2x5), 7 (PRIME), 45 (3x3x5), 14 (2x7).
- Player 4:** 16 (2x2x2x2), 4 (2x2), 40 (2x2x2x5), 12 (2x2x3), 27 (3x3x3), 2 (PRIME), 2 (PRIME).

A large central card shows the number 45 with its factors 3, 3, and 5. The word "Pass" is written twice, indicating that Player 3 and Player 4 have passed their turn. The text at the top states "Players 3 and 4 pass – one more time around – player 2 wins".

Players 3 and 4 pass – one more time around – player 2 wins

The game board shows the following cards for each player:

- Player 1:** 11 (PRIME), 25 (5:5), 44 (2:2:11), 11 (PRIME), 18 (2:3:3)
- Player 2:** 5 (PRIME), 3 (PRIME), 21 (3:7), 30 (2:3:5), 45 (3:3:5)
- Player 3:** 28 (2:2:7), 35 (5:7), 20 (2:2:5), 7 (PRIME), 45 (3:3:5), 14 (2:7)
- Player 4:** 16 (2:2:2), 4 (2:2), 40 (2:2:2:5), 12 (2:2:3), 27 (3:3:3), 2 (PRIME), 2 (PRIME)

Player 2 also has a separate card: 15 (3:5).

Pass

Pass

Final Scoring – add un-played cards



Player 1

Score = 0

Score = 2

Score = 1

Score = 1

Player 3

Player 4

Player 2

Game requires;

Strategy

Bluffing

Number sense

Memory



Have Fun!

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