

MODE 1

Classic

Standard ascending / descending rows

PLAYER NAME _____ DATE _____ GAME # _____

Mark numbers left→right in RED & YELLOW rows, right→left in GREEN & BLUE rows. Skipped numbers can't be marked later. Mark the lock icon to close a row after 5+ crosses in it, rightmost number included.

RED

2

3

4

5

6

7

8

9

10

11

12

pts

YELLOW

2

3

4

5

6

7

8

9

10

11

12

pts

GREEN

12

11

10

9

8

7

6

5

4

3

2

pts

BLUE

12

11

10

9

8

7

6

5

4

3

2

pts

PENALTIES (-5 each):

Crosses	1	2	3	4	5	6	7	8	9	10	11	12
Points	1	3	6	10	15	21	28	36	45	55	66	78

RED

+

YEL

+

GRN

+

BLU

-

PEN

=

TOTAL

MODE 2

Shuffle

Numbers scrambled within each row

PLAYER NAME _____ DATE _____ GAME # _____

Mark numbers left→right in RED & YELLOW rows, right→left in GREEN & BLUE rows. Skipped numbers can't be marked later. Mark the lock icon to close a row after 5+ crosses in it, rightmost number included.

RED

10

6

2

8

3

4

12

5

9

7

11

pts

YELLOW

9

12

4

6

7

2

5

8

11

3

10

pts

GREEN

8

2

10

12

6

9

7

4

5

11

3

pts

BLUE

5

7

11

9

12

3

8

10

2

6

4

pts

PENALTIES (-5 each):

Crosses	1	2	3	4	5	6	7	8	9	10	11	12
Points	1	3	6	10	15	21	28	36	45	55	66	78

RED

+

YEL

+

GRN

+

BLU

-

PEN

=

TOTAL

MODE 3

Rainbow Mix

Cell colors mixed across every row

PLAYER NAME

DATE

GAME #

Mark numbers left→right in RED & YELLOW rows, right→left in GREEN & BLUE rows. Skipped numbers can't be marked later. Mark the lock icon to close a row after 5+ crosses in it, rightmost number included.

RED	2	3	4	5	6	7	8	9	10	11	12		pts
YELLOW	2	3	4	5	6	7	8	9	10	11	12		pts
GREEN	12	11	10	9	8	7	6	5	4	3	2		pts
BLUE	12	11	10	9	8	7	6	5	4	3	2		pts

PENALTIES (-5 each):

Crosses	1	2	3	4	5	6	7	8	9	10	11	12
Points	1	3	6	10	15	21	28	36	45	55	66	78

RED

+

YEL

+

GRN

+

BLU

-

PEN

=

TOTAL