



# PICO FERMI NADA



**Goal:** Players take turns deducing a secret 3 digit number

**Skill:** Mathematical Reasoning, Place Value

**Players:** 2+

**Materials:** Paper and pencil

## Setup & Gameplay:

1. Players take turns being the Lead.
2. The Lead writes down a three-digit number but does not disclose it.
3. Players take turns guessing the number.
4. With each guess, the Lead gives one of the following clues for each digit of the guessed number:
  - place (PICO) - correct digit and in the correct place
  - digit (FERMI)- correct digit but in the wrong place
  - nothing (NADA) - no digits are correct
5. As players get more information about the number, they start making educated guesses and deduce the secret number.

