

Peculiar Ostensible Optical Fleck or **POOF!**

1 9 5 2 0 0 9 2 3 6 8

Here's one mighty big number. Let's use the Magic 9 and make it disappear

1 9 5 2 ~~0 0~~ 9 2 3 6 8

Important Rule: All number 9's and 0's are magic because they vanish or go **POOF!** Cross them out and, with the snap of your fingers, they disappear leaving nothing but gray smoke in their tracks!

$6 + 2 = 8$

1 ~~9~~ 5 2 ~~0 0~~ 9 2 3 6 8

Here comes the fun part - eliminating numbers. Beginning at the far left, see the two red arrows over the 1 and the 5? Well...we're going to move those numbers up and add them together to get 6. While we're at it, let's make a simple equation by moving the 2 up; add it to the 6 for the sum of 8.

$8 + 2 = 10$

~~1 9 5 2 0 0~~ 9 2 3 6 8

Okay, move that number 8 down and add the next number in the sequence to it, in this case we will add 2. We know that $8 + 2 = 10$...easy, right? Oh! Remember the Important Rule? All zeros go **POOF!** With the snap of your fingers it disappears leaving a streak of gray smoke in its place.

$1 + 3 = 4$

~~1 9 5 2 0 0 9 2~~ 3 6 8

You're getting the idea now, aren't you? Bring down the 1. Move up the 3. Add $1 + 3$ together and you've got a nice, juicy 4 there. Wow...check out the growing gray numeric vapor trail.

$4 + 6 = 10$

~~1 9 5 2 0 0 9 2 3~~ 6 8

You know the drill. Move down the 4. Move up the 6. When you add those puppies together your sum is 10. What's going to happen to the zero? You guessed it. **POOF!** Snap! And here we go!

~~1 9 5 2 0 0 9 2 3 6~~ 8 + 1 = 9

Lastly, $8 + 1 = 9$. All right!!!! The Magic Number! Everybody, on three...one, two, three...**POOF!!!**

~~1 9 5 2 0 0 9 2 3 6 8~~ = 0

So, in this case, we whittled that big, long, scary number done to a measly 0. Pretty cool, eh? Your final number is what you transfer to a particular spot on the game grid.

Special note: Your final number will not always be 0. It can be anything. The primary purpose of using the Magic 9 is to slay those big numbers. Show those digits who's boss!!!!