

14268587 | SPY ADDITION GAME

Instructions:

I Spy 10!

- Help kids develop number sense by picking out combinations of 10.
- Fun for the whole family
- 2-4 players

Ways to play:

Make 10 (Addition Game):

- Object: Make combinations of 10 using 2 or more cards.
- Place all cards on the playing surface number side down.
- Players take turns turning over the cards to reveal the numbers.
- If a player can make 10 with two or more cards they say "10" and they explain to the other players how they made 10. If they are correct, they get to keep the cards
- If player cannot make 10, they turn the cards back over number side down and the turn moves to the next player.
- Be careful though! If a player flips over the crocodile card they lose all the cards they have collected.
- The player with the most cards at the end of the game wins.

One Monkey, Two Monkey (0 to 10 Counting):

- Object: Be the first to collect a series of cards 0 to 10.
- Place all the cards in the center of the play area. Players take turns flipping over cards, one at a time, collecting one of each card with the numbers 0 to 10. If a player flips over a number they already have, they turn it back over and return it to the middle. A crocodile card can be used as a wild card and can be used in place of any number. The first player to collect all cards, 0 to 10 wins.

Lowest Number (Subtraction Game):

- Object: Be the player with the smallest number to keep your cards.
- Place all the cards on the playing surface number side down.
- Players all choose two cards and turn them over.
- Players then take the smallest number and subtract it from the larger number.
- The player with the lowest answer keeps the two cards. The others all put their cards back number down. (If there is a tie, then both get to keep their cards.)
- Once all the cards have been collected the player with the most cards is the winner.

