

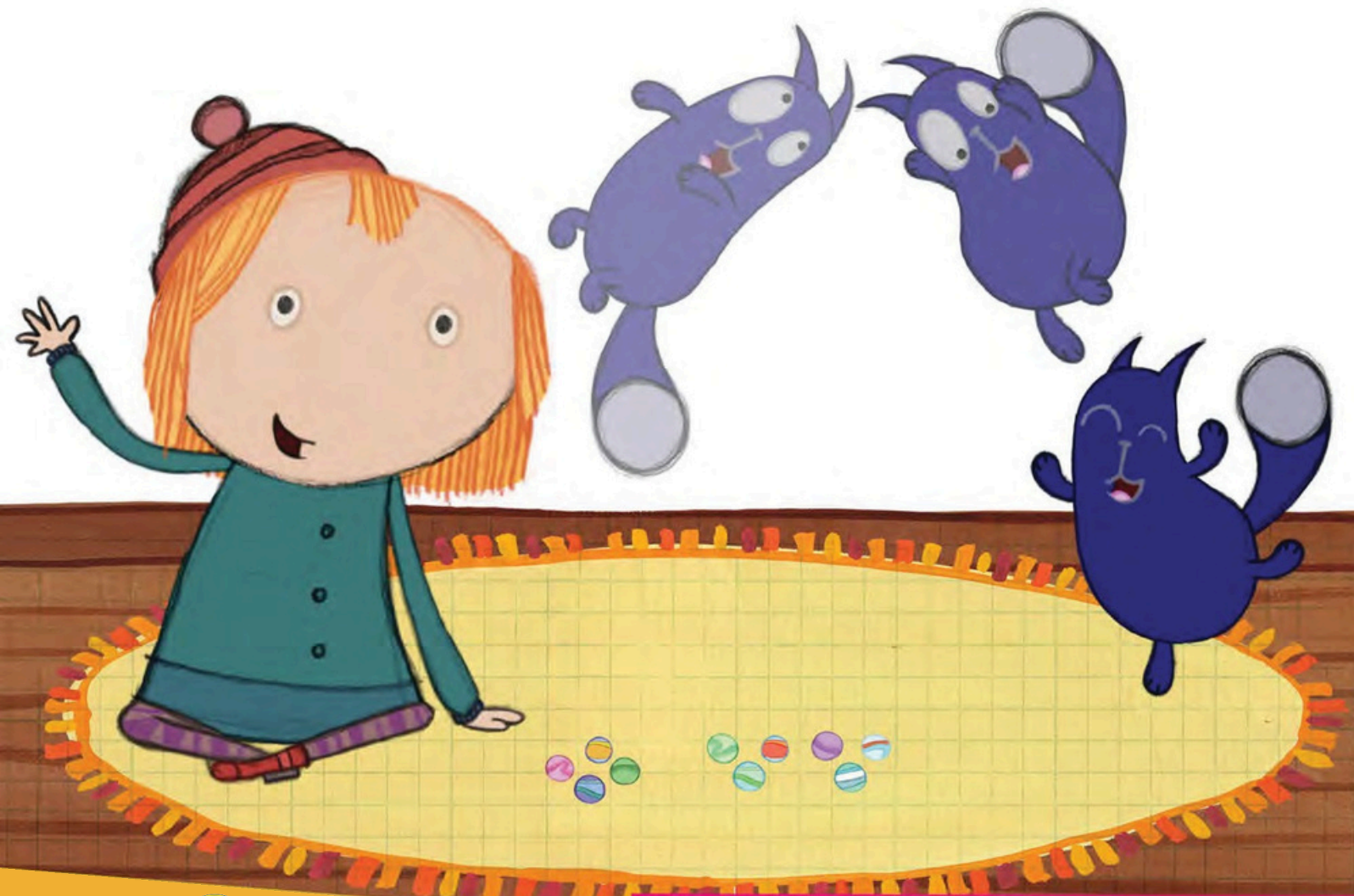


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PERFECT 10!

When I take 6 marbles and add 4 more to make 10, Cat totally flips!
Find out what making 10 makes you totally do. Play our card game, PERFECT 10!

In this game, when you make the cards in the pile add up to 10, you get to take them. But BE CAREFUL! If you make the cards add up to more than 10, somebody else gets the cards. Whoever ends up with the most cards is the winner!



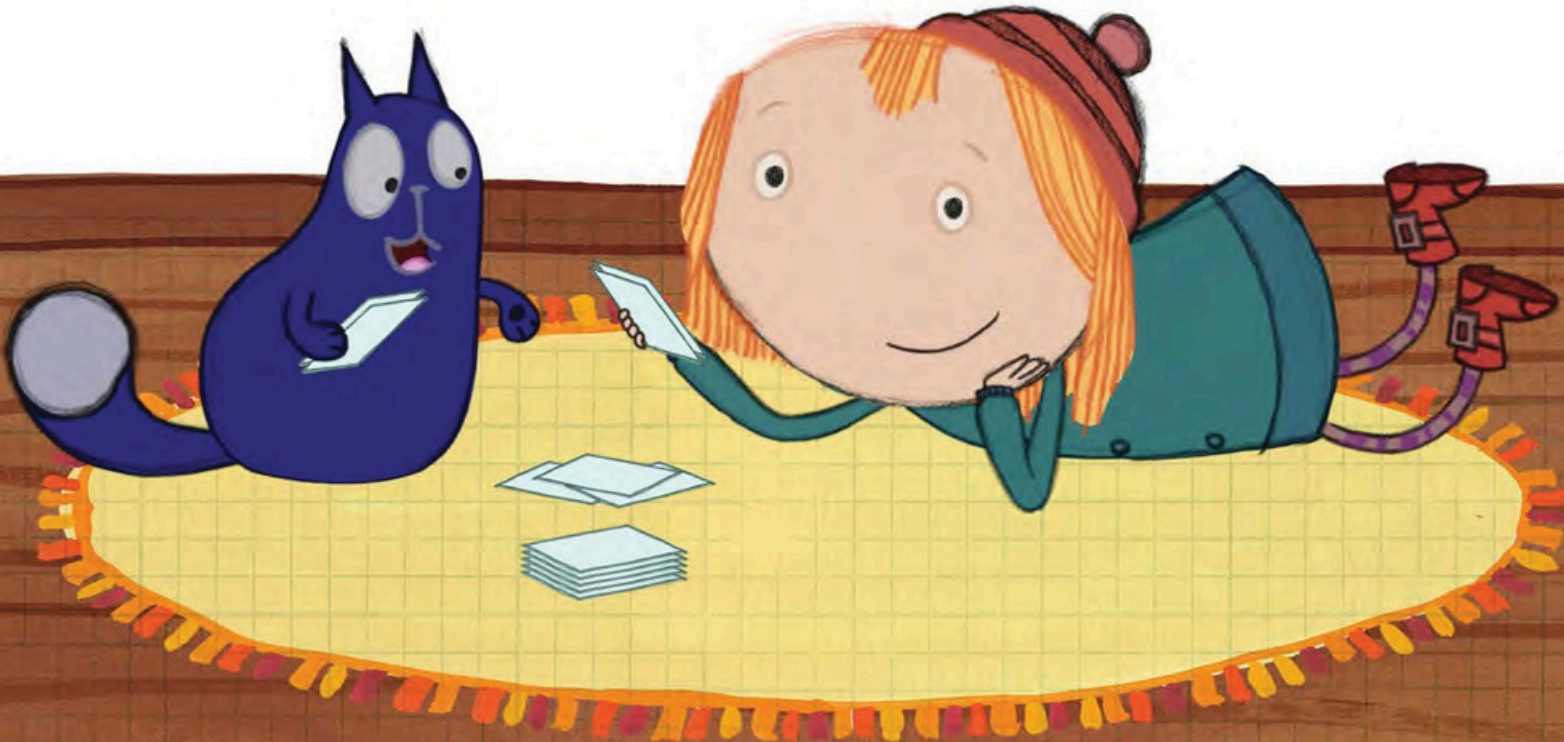
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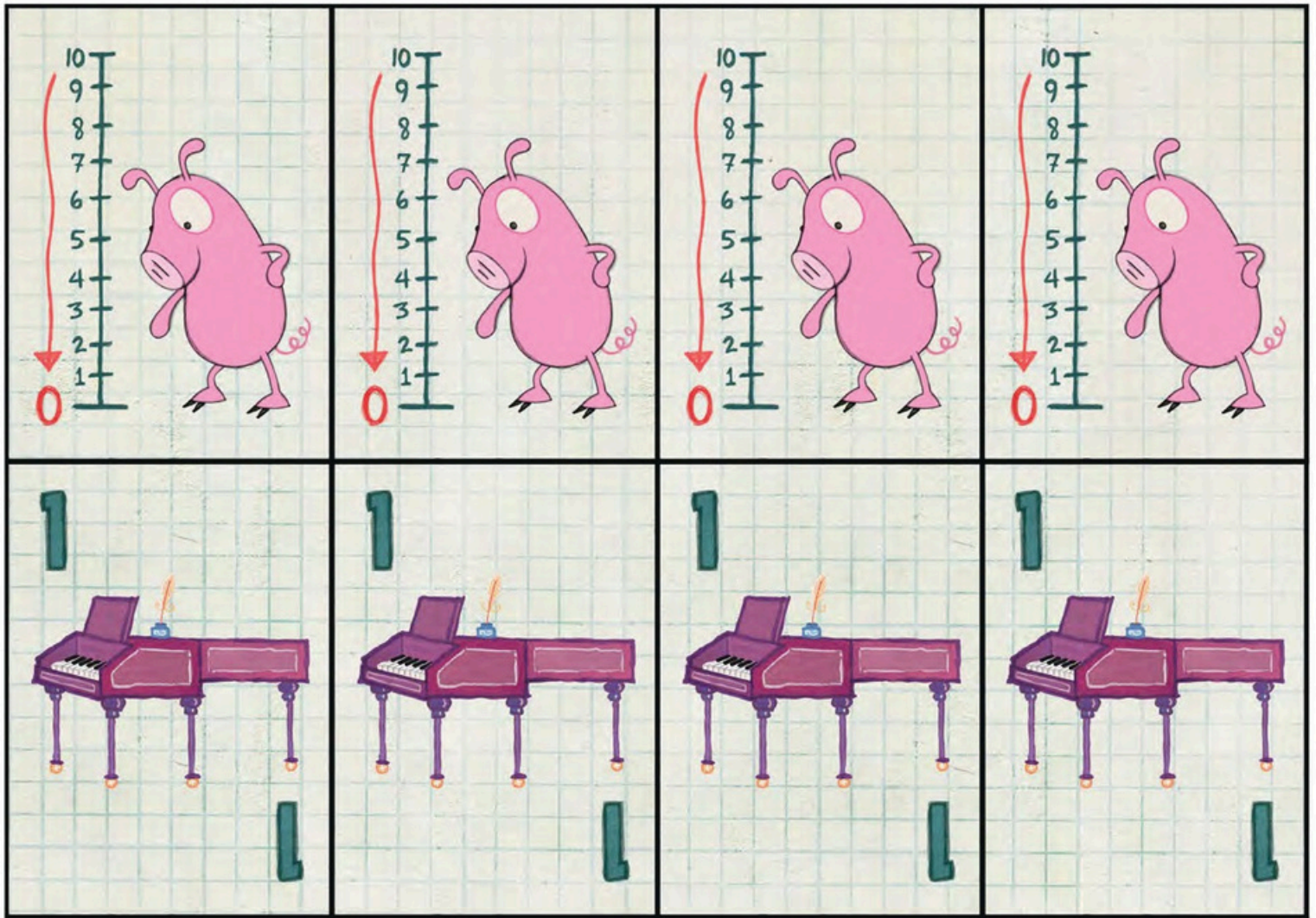
SET UP

1. Print the cards and cut them out.
2. Put the cards in a pile and shuffle them so they're all mixed up.
3. Put the pile in the middle of the playing area, with the cards face down. This pile's called the Pick Pile, since you pick cards from it!
4. Each player takes 3 cards from the Pick Pile. Look at your own cards, but don't let anyone else see!
5. Take 1 card from the Pick Pile, and put it face up next to the Pick Pile, forming the Throw Pile. Now you're ready to start the game!





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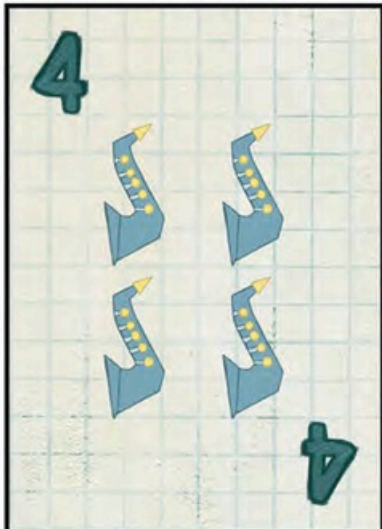
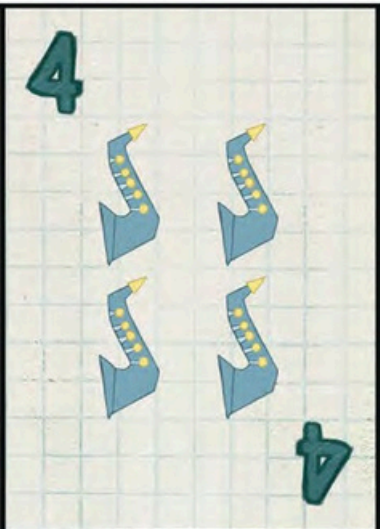
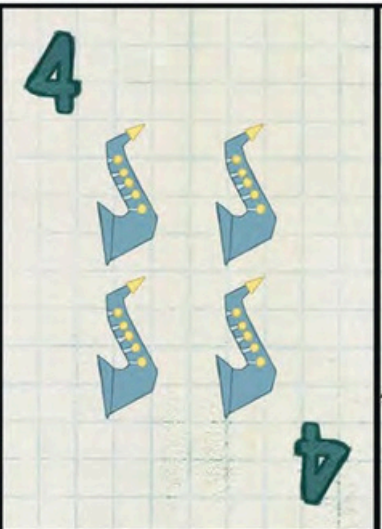
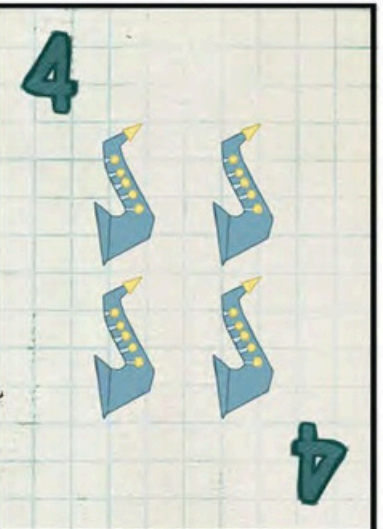
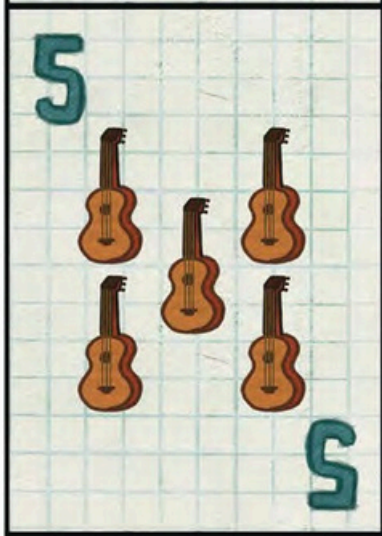
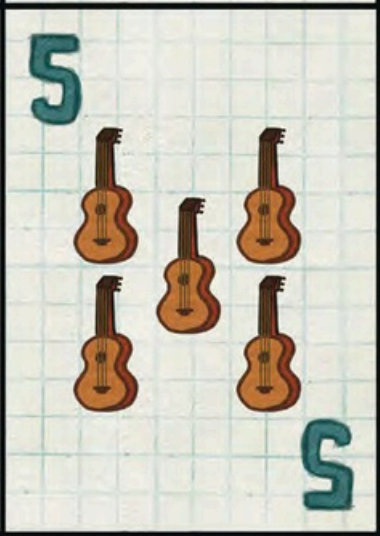
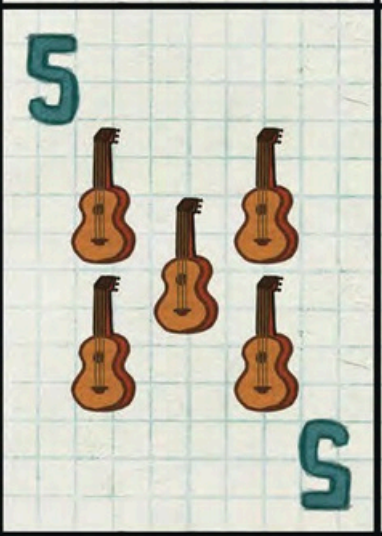
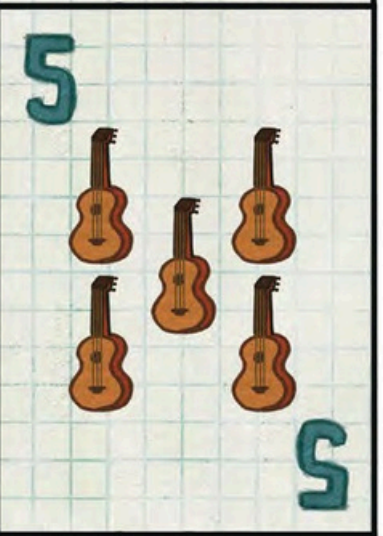


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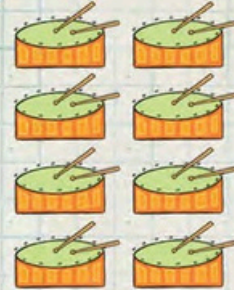
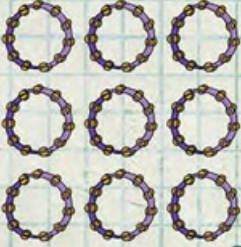


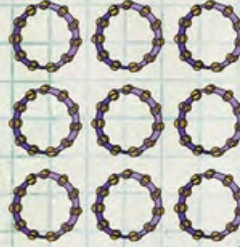


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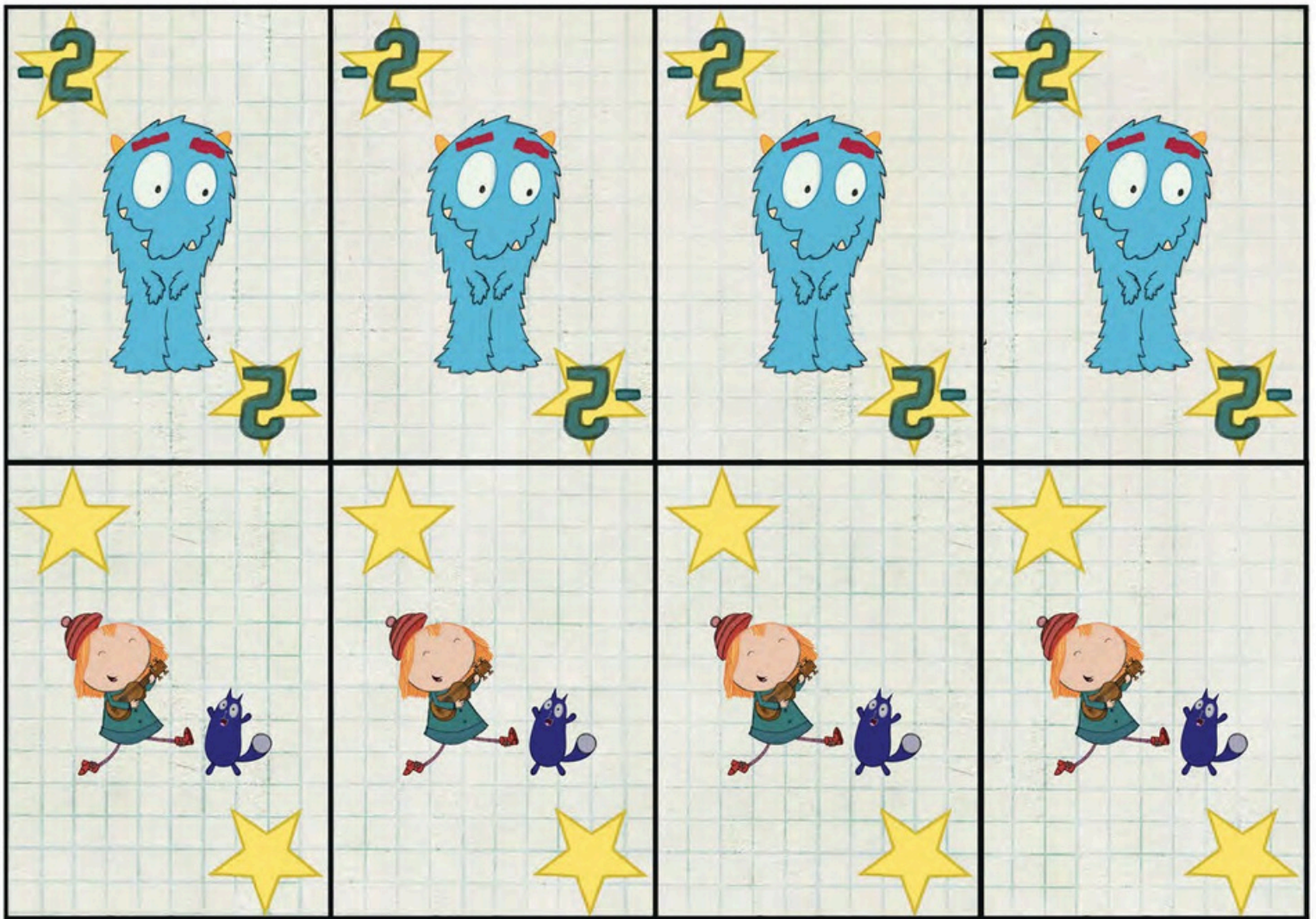


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WHO GOES FIRST?

Whoever's closest to 10 years old goes first. Then go around in a circle, so everyone gets a turn.

HOW TO PLAY:

When it's your turn, put a card from your hand on top of the Throw Pile. Add up the numbers on all the cards in the Throw Pile, and announce the total. (If the Throw Pile's empty when you put down your card, the total is the number on your card.)

MAKE A PERFECT 10!

If you make the total in the Throw Pile exactly 10, shout out PERFECT 10! And take all the cards in the Throw Pile! If you make the total higher than 10, the player who goes before you gets the cards in the Throw Pile. On every turn, you put down 1 card. And after every turn you take another card from the Pick Pile, so you always have 3 cards.

FOR EXAMPLE:

If Cat, Ramone, and I are playing, it might go like this:

1. Cat puts a 4 in the empty Throw Pile and says "4!"
2. Ramone puts a 5 in the Throw Pile and says "9!"
(since $4 + 5 = 9$).
3. I put down a 1 and shout "PERFECT 10!" and take all 3 cards in the Throw Pile. (And feel so awesome!)



SPECIAL CARDS



When you put the Pig card in the Throw pile, the total of the whole pile goes back to zero.



When you put the Big Mouth card in the Throw Pile it takes 2 away from the total. (If the total before you put down Big Mouth was 0, 1, or 2, the total becomes 0. It can't go lower than that.)



When you put down the Peg + Cat card, you get all the cards in the THROW PILE!

ENDING THE GAME

When the Pick Pile is gone, keep playing until each player's hand is empty. Then count up the cards you got to keep. Whoever has the most cards, wins!

FLIP!

Want to play another game, with the same cards?! This game tests your memory. And your ability to find 2 numbers that add up to 10. It's called FLIP!

SET UP

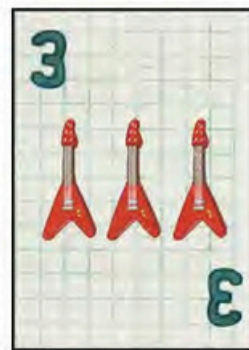
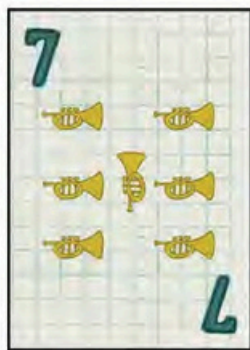
1. Remove the special cards from the deck, so only number cards are left.
2. Spread out the cards face down on a table, so they're not touching.

WHO GOES FIRST?

It doesn't matter! Take turns!

HOW TO PLAY

When it's your turn, flip over one card, then another. If the 2 cards you flipped add up to 10, you get to take them. If not, turn them back over. And try to remember what those 2 numbers were!



As other players flip the cards, pay attention! Try to remember what numbers they've turned over too! The more cards you remember, the easier it will be to pick 2 cards that add up to 10. Keep playing until there are no more cards left to be flipped. Then count up the cards you got to take. Whoever has the most cards, wins!