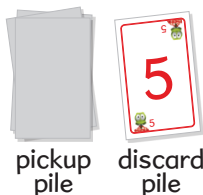


2 Game

- 4 sets of of Ziggy playing cards or playing cards Ace-10 and Joker
- a game board for each player

- The **dealer** gives each player **8 cards** and the remaining cards are placed face down on the table. Turn the top card **face up**. This will be the discard pile.

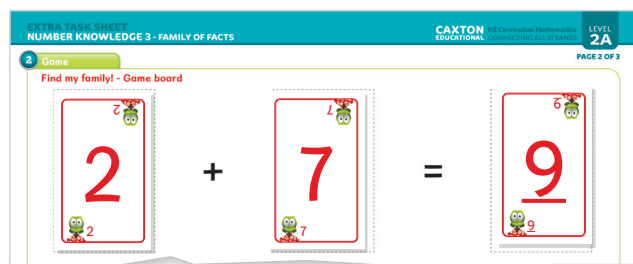


Find my family!

Each player takes one card from the deck of cards – the player with the **highest number is the dealer**. Return all the cards for the dealer to shuffle.

- Player 1** starts and is the person on the right of the dealer. This player tries to make an **addition or subtraction fact** (with an answer of **10 or less**) using **three** of their cards.
- Player 1** places the three cards that make that fact on their game board. Every player says the family for that fact.

Example

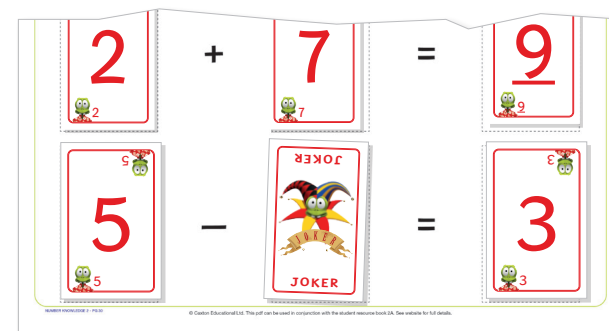


- If **Player 1** can make a different fact with three of the cards left in their hand, they place these in the other space on their board.
- Players continue **steps 2 to 4** by taking turns to place a fact. A fact can be made by placing two or more cards on top of a fact that is already there.

- If a player **cannot make a fact** with their cards, they **take a card** from the pickup pile in the middle and put this card or one from their own cards (face up) on the discard pile.
- A player can use the **joker** as **any** card in a new fact family.

Example

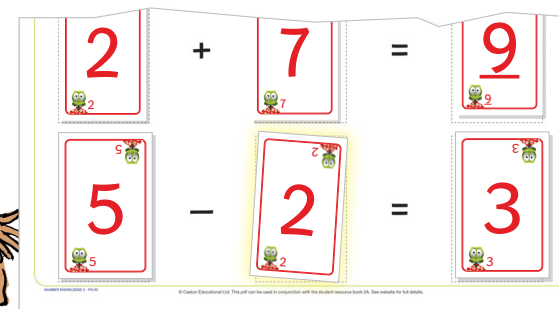
I had started this line and had a joker, so I made the joker a 2 to make the fact work.



- If a **joker** has been used, any player that has that number card can swap for it, but only at the beginning of their turn.

Example

I had a 2 card, so swapped my 2 for the joker at the beginning of my turn.



- The winner is the first player to have **no cards left** in their hand.

2 Game

Find my family! - Game board

+

=

-

=

Find my family! - Ziggy cards

PAGE 3 OF 3

Scissors icon at top left.

1 1 1	2 2 2	3 3 3	4 4 4	5 5 5	6 6 6
7 7 7	8 8 8	9 9 9	10 10 10	JOKER JOKER	

Scissors icon at bottom right.