

Match the Dots

1-4 players

Ages 3+

For 1st Game, play with: Teal 0-4 & Blue 0-4

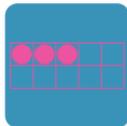
Setup

Deal out all cards face up.

Play

Take turns matching pairs with the same number

For example:



is a match

Game ends when all cards are matched.

Ideas for future games

- Use larger numbers
- Play with four suits instead of two

Hungry Numbers

1 - 4 players

Ages 3+

For 1st Game, play with:

Purple 0-5, Teal 0-5 & Blue 0-5

Setup

Arrange the purple numeral cards from 0 to 5.
Mix the other cards together face up.

Play

“Feed” the numerals the dot cards one at a time.
Each numeral only eats cards with that many dots.
E.g., the “2” will eat only cards two dots on them.
Play until all the dot cards have been “eaten.”

Ideas for future games

- Include cards up to 10
- Include more suits

Dot Memory

1-6 players

Ages 4+

For 1st Game, play with:

Teal 0-3, Blue 0-3, Orange 0-3 & Purple 0-3

Setup

Deal out all cards face down.

Play

Take turns flipping up two cards.

If card numbers match, keep them and go again.

If not, turn them face down and end turn.

Game ends when all cards are matched.

Ideas for future games

- Use larger numbers and only two suits
- Use larger numbers and four suits

PowerDot

2-6 players

Ages 4+

For 1st Game, play with:

Teal 0-5, Blue 0-5, Orange 0-5 & Purple 0-5

Setup

Mix the cards and split into equal piles.

Play

Everyone turns over the top card in their pile. Whoever has the highest number wins, and keeps all the cards.

If players tie for highest card, put all upturned cards from that round into the middle, and tying players play another round against each other.

Ideas for future games

- Include larger numbers
- Use the entire deck

Dot Fives

1-6 players

Ages 5+

For 1st Game, play with: Teal 0-5 & Blue 0-5

Setup

Deal out all cards face up.

Play

Take turns matching pairs that add to 5.

For example:



is a match

Game ends when all cards are matched.

Ideas for future games

· Play with 0-5 in more colors · See Dot Tens

Dot Tens

1-6 players

Ages 5+

For 1st Game, play with: Teal 0-10 & Blue 0-10

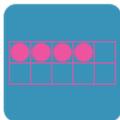
Setup

Deal out all cards face up.

Play

Take turns matching pairs that have 10 dots between them.

For example:



is a match

Game ends when all cards are matched.

Ideas for future games

- Play with 0-10 in more colors

Dot Five Memory

1-6 players

Ages 5+

For 1st Game, play with: Teal 0-5 & Blue 0-5

Setup

Deal out all cards face down.

Play

Take turns turning up two cards. If the pair has a sum of 5 dots between them, keep the match and go again. If not, say the sum and turn the cards face down again.

For example:



is a match

Game ends when all cards are matched.

Ideas for future games

· Play with 0-5 in more colors · See Dot Ten Memory

Dot Ten Memory

1-6 players

Ages 6+

For 1st Game, play with: Teal 0-10 & Blue 0-10

Setup

Deal out all cards face down.

Play

Take turns turning up two cards. If the pair has a sum of 10 dots between them, keep the match and go again. If not, say the sum and turn the cards face down again.

For example:



is a match

Game ends when all cards are matched.

Ideas for future games

- Play with 0-10 in more colors

PowerDot Pro

2-6 players

Ages 6+

For 1st Game, play with:

Teal 0-5, Blue 0-5, Orange 0-5 & Purple 0-5

Setup

Mix the cards and split into equal piles.

Play

A player says a number (like 2). Everyone turns up that many cards. Whoever has the highest sum wins, and keeps all the cards.

If players tie for highest sum, put all the cards into the middle, and tying players play another round against each other.

Ideas for future games

· Include larger numbers · Use the entire deck

Polka Loop Puzzle

1+ players

Ages 6+

For 1st Game, play with: Purple 1 - 5

The Puzzle

Arrange the cards in a stack. Deal them out as follows: one card up, next on the bottom, card up, next on the bottom, card up, next on the bottom, etc. until all the cards are dealt.

You have solved the puzzle when the cards come out in order: 1, 2, 3, 4, 5

Ideas for future games

- Play with 3 cards to make the puzzle easier
- Play with up to 10 to make the puzzle harder

15 Supreme

1-5 players

Ages 7+

For 1st Game, play with:

Purple 0 - 10 & Red 0 - 10

Setup

Deal all the cards face down.

Play

Take turns turning up cards one by one. If the sum of the cards is ever 15, take them all and end your turn. If the sum goes over 15, turn the cards face down and end your turn. Whoever ends with the most cards wins.

Ideas for future games

- Use more colors

15s Go Fish

2-5 players

Ages 7+

Play with all the cards

Setup

Deal each player 4 cards. Place the rest of the cards in a pile, face down.

Play

On your turn, do one or more of the following:

- 1) Ask another player if they have a number. If they have a card of that number, they must give it to you. If not, they tell you to “go fish,” and you draw a card from the pile in the center.
- 2) Place down a set of three cards that sum to 15.

Game is over when the deck runs out. Whoever has the most sets of 15 wins.

21 or Bust

2-6 players

Ages 7+

Play with all the cards

Setup

One player deals one card face down and one card face up to each player.

Play

Each player says “hit” if they want another card face up, or “hold” to stop taking more cards. Players may hit as many times as they like, and once they hold, their turn is over. Once everyone has said “hold,” each player reveals their face down card and says the sum of all their cards. Whoever’s sum is closest to 21 without going over wins the round.

Whoever wins the most rounds when the deck is used up wins the game.

Thirty-One

2-4 players

Ages 7+

For 1st Game, play with:

Purple 1-5, Red 1-5, Blue 1-5, Teal 1-5 & Orange 1-5

Setup

Deal the 25 cards face up in five rows of five, with the ones on top, followed by the twos, three, fours, and fives.

Play

Players take turns turning over cards from the grid. After you turn over a number, add its value to the running total. For example, if player 1 turns over a 5, they say "5." If player 2 then turns over a 3, they say "8." Player may only turn over face up cards. Face down cards cannot be turned back up. Play continues until one player says "31." That player is the winner.

Pyramid Puzzle

1+ players

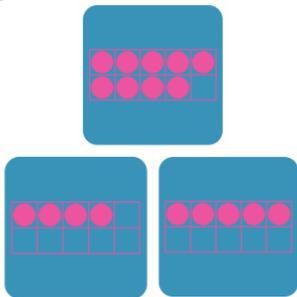
Ages 7+

Orange 0 - 10 & Blue 0 - 10

The Puzzle

Use exactly ten cards to make a pyramid so that each number is the sum of the two below it.

For example:



Pyramid Puzzle 2

1+ players

Ages 7+

Purple 1 - 10

The Puzzle

Arrange the ten cards to make a pyramid so that each number is the difference of the two below it.

For example:

