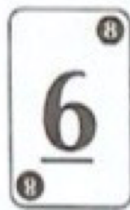


GO FETCH

(For 2 or more players)

1. Shuffle deck and pass five cards out to each player. Put remaining cards in the middle to create a draw pile. Place on card face up in its' own pile to create a discard pile.
2. All players check their cards for a match. (A match consists of two cards when added together, equal the number in the corner of both cards. It must be the same number and color to be a match. Refer to the number in the corner as the number family.)
3. After players lay down their matches, the player to the left of the dealer begins by asking any player of their choice for a card. To determine which card they need, the player must subtract the big number in the middle of the card from the number in the corner. For example, to find the match for this card:



Take the 8 in the corner and subtract the six in the middle, the match would be a black 8 in the corner and black 2 in the middle.

4. If the player asked has that card, they give it up, if not they say: "Go Fetch" and the first player must go to the draw or discard pile for a card. If a match is created from one of those piles, the player takes another turn.
5. The game ends when one player matches all of his/her cards. The player with the most matches at this time is the winner.