1. **High Seas Wins! (2-4 players)**

Divide the cards evenly between players. Each player turns over one card in the middle of the table. The player with the highest number wins that round! Take all cards from the center and put them off to the side. If there is a tie, players have a war. Each player turns over one more card. The player with the highest number wins all the cards for that round. Continue playing until one player is out of cards. The player that collected the most cards wins!

2. **How Low Can You Go? (A subtraction game for 2-4 players.)**

Turn all the cards number-side down in the center of the table. All players choose two cards and flip them over. Players subtract the smaller number from the larger number. The player with the lowest number keeps their two cards. The other players turn theirs back over and put them back in the center. If there is a tie, both players keep their cards. A shark card is a “zero” in this game. When all the cards are collected, the player with the most cards wins!

3. **Closest to 20 Wins (2-4 players)**

Leave all the cards in the box. Each player takes 3 number cards from the box. All players then add up their number cards. The player with the sum closest to 20 without going over wins that round and keeps their cards. The other players must put their cards back in the box. Continue playing rounds, adding and collecting cards. The first player to collect 15 cards wins!
4. Don’t Go Overboard! (A game of addition and chance for 2-4 players.)
   **Object of the game:** turn as many cards up as you can without going over the sum of 20. Shark cards are not used in this game.
   Place all the cards number-side down in the center of the table. The first player turns over cards one at a time, adding up the cards as they are turned. You may stop and keep all the cards at any time, but if you continue turning over cards and the sum is over 20, you must put all the cards back in the middle. Now it’s the next player’s turn. Continue playing until all the cards are collected. The player with the most cards wins!

5. One Fish, Two Fish (2-4 players)
   **Object of the game:** to collect a sequence from 1 to 10.
   Place all the cards in the center of the table. Players take turns flipping over cards, one at a time, trying to collect one of each card with numbers 1 to 10. If you flip over a number you already have, you don’t take that card; turn it back over and leave it in the middle. Shark cards are wild and can be used as any number. The first player to collect cards 1 to 10 wins!