Game Board part 1
Print 4 copies. Cut out cards on dashed lines

Cut out Game Board part 2
and tape to game board part 1
Print 4 copies. Cut out cards on dashed lines
Includes:
• Game board
• 52 Cards (44 numbered 0-10, plus 4 shark and 4 octopus cards)
• 4 “Making 10” helper cards
Note: find 4 objects to use as game pawns

Object of the Game:
Be the first player to land on the island and win!

Setup:
• Cut out cards. Cut and tape game board together
• Each player chooses a game pawn and places it on one of four Start spaces.
• Remove the four “making 10” helper cards from the deck. These cards can be used for guidance on how to make 10. Give one helper card to each player.
• Remove the shark and octopus cards from the deck. Shuffle the remaining cards and pass out five cards to each player. Players place their cards face up for everyone to see.
• Put the shark and octopus cards back in the deck, and shuffle again. Place the deck face down over the name banner at the bottom of the board.

How to Play:
Level 1
1. The youngest player begins. Turn over the top card of the deck.
2. Players who can make 10 by adding this card to one of their own cards that they were dealt yell out, “10!” The first player to yell “10!” and grab the card moves one space toward the island.
3. Discard the 10 pair, placing both cards beside the game board and out of play. It is now the next player’s turn. Turn over a card in the deck, and continue play.
4. If no player can make 10, return the card that was turned over to the bottom of the deck. Flip over a new card.
5. If a player turns over a shark card, all players switch their remaining number cards with the player to the right.
6. If a player turns over an octopus card, he or she can steal a card from any player to make 10. If that player is still unable to make 10, the next player draws a card and play continues.
7. When players run out of cards, they can take five more cards from the deck.
8. To win, move all 10 spaces and land on the island first.
Congratulations—enjoy your treasure!

Level 2:
1. Game play is the same as in Level 1, except players can use as many cards as they need to make 10. For instance, if a 3 is turned over, any player can add a 2 and a 5 from their own set (3 + 2 + 5 = 10).
2. Continue play until one fast and furious fishy friend reaches the island.
Wow—you’re the math master of the sea!

Notes for Play:
• If all cards in the deck have been turned over, reshuffle the deck and continue play.