

Other rules of Addi Cat's

Memory

For 1 to 4 players

For 6 year olds and over

Time of the game: 5 to 20 minutes

Necessary cards: the addition cards and the sum cards

Among these cards, choose 2 to 19 pairs (1 addition card and 1 sum card)

Aim of the game: rediscover as many pairs of cards as possible

Principle of the game:

Mix the chosen cards together and put them face down on the table. Turn 2 over. If the results are identical, leave the cards face up (if only 1 player) or take the pair (if 2 players or more) and turn over 2 others. Otherwise, put them back face down and turn 2 cards over. The game stops when all the pairs have been turned over. The winner is the player who has turned the most pairs of cards over.

Beggar-my-neighbour

For 2 to 6 players

For 6 year olds and over

Time of the game: 15 to 30 minutes

Necessary cards: "addition" cards and "sum" cards

Aim of the game: you must win all the cards

Principle of the game:

After having mixed the cards together, separate the cards in order to make two equal piles and give one pile to each player. Then, at the same time, all the players turn a card over. The player with the highest number collects all the cards of the other players and puts them under his pile. When the two highest numbers are identical, the players concerned put one card side down on the shown card and turn over a third card. The player who has the highest number in this second battle wins the cards belonging to the other players and puts them under his pile.

End of the game: The winner is either the player who has won all the cards, or the one who has the biggest pile in a set time (30 minutes for example).

The quick game

For 2 players

Necessary cards: « addition » cards and « sum » cards

Aim of the game: to get rid of your cards

Principle of the game:

Shuffle the cards and divide the pile in 2 equal piles that are put in front of the players. Each player then receives 6 cards from each pile (a total of 12 cards). Then the players turn over a card from each pile. Each his turn, the players can place, on either one of the 2 face up cards, a card with a number that comes before or after one of the 2 face up numbers. If a layer is blocked, he skips his turn. When 2 players are blocked, a new card from each pile is turned over