## Game

1. Start with everyone's counters on § $\ddagger a r \neq$.
2. Shuffle the digit cards and place them in the middle, face down in a pile.
3. Take turns to pick up two cards.
4. If the cards you pick up can form a two-digit number that fits the instructions shown on the ball your counter is sitting on, follow those instructions.
5. If you cannot make a two-digit number to match the instructions given on the ball, miss a turn.
6. Return the digit cards to the bottom of the pile after your turn. Shuffle the pile of cards every so often.

More than 70 move back two


