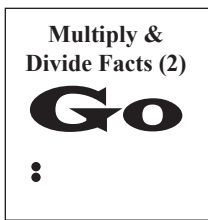


# Fast Facts Multiples Game Rules

A solitaire game for building fluency

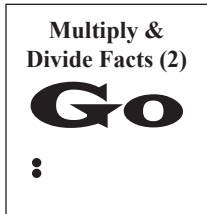


## Fast Facts Multiples:

Materials: 1 deck of fast facts cards

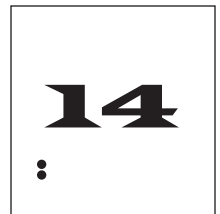
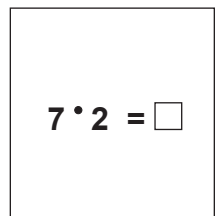
Player: 1 - you play by yourself . . . unless you want to race a friend who is playing the exact same set of fast facts cards

1. Lay all the cards out in any order with the digit side showing plus the "**Go Card**" is up. For example,

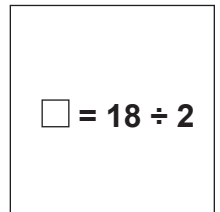


*. . . and so on until all the cards are on the table and showing the digit side.*

2. When you are ready to pick up the "**Go Card**" and put it in your hand, turn over the sand timer.
3. As fast as you can, turn over the "**Go Card**" and read the equation on the back.
4. Find the product or quotient that is the answer to the equation and then pick up the card.



5. Turn that card over and continue picking up the equation cards and finding the missing number.



6. The last card picked up should be the "**STOP Card**." This means you found the correct answer for all the equations and everything is correct.

If the "**STOP Card**" is not the last card in your hand, then you have made a mistake along the way.



7. If the sand timer still has sand, then your fluency for this multiple is great!  
If the sand timer had already ran out of sand, then your need to work on your fluency.
8. Practice will help your fluency. Replay this fast fact multiple or change to another fast facts multiple deck.