

Trash

Materials

- 1 deck of Multiples Cards (e.g., Multiples of 2, Multiples of 3, Multiples of 4, and so on)
- Note** The directions below are written for the multiples of 2, but the rules for playing Trash are the same, no matter what set of Multiples Cards you're using.

Object of the Game

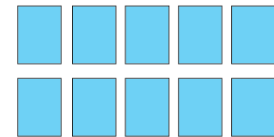
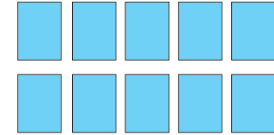
Be the first player to get all the multiples in your array turned face-up, in the correct order.

Number of Players 2

Instructions

1. Get ready to play the game.

- Shuffle the cards. Lay out 10 of the cards facedown for each player. The cards should be arranged in a 2-by-5 array (2 rows of 5), as shown at right.
- Place the remaining cards in a stack, face down.
- Decide which player will go first.

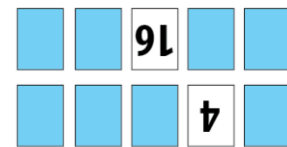


2. Player One, draw a card from the stack in the middle, and use it to replace the card in that position in your array.

For example, if you draw a 4, count over to the second card in your array, remove the card that is face down, and replace it with the 4.

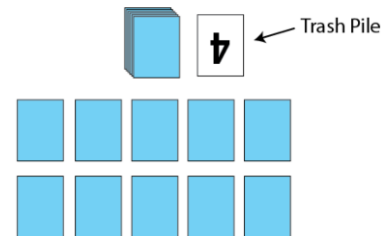
3. Player One, flip over the card you replaced. If it is 2 or 6–20, use it to replace the facedown card in your array that is in the correct position. You can keep going this way until you flip a number you don't need.

Lupe *Oh, rats! That card where I just put a 16 turned out to be a 4. I already have a 4 where it belongs, so I'll have to put this one in the trash pile. Your turn, Marco!*

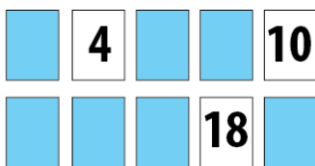
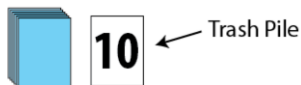
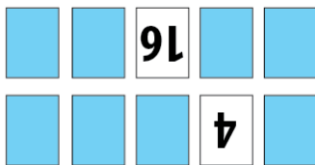


4. Player Two, look at the card at the top of the trash pile to decide if you want to use it or draw one from the stack instead.

In this case, you would want to take the 4 that's on the trash pile, because you know you can definitely use it. So, you would take the 4 and use it to replace the second card in your array.



5. Player Two, flip over the card you replaced and use it to replace another card in your array if you can. If you can't, you have to put it in the trash pile, and it's Player One's turn again. (If you can, you can keep going until you flip a number you don't need.)



Marco *The card I just replaced with an 18 turned out to be a 10, but I already have a 10 where it belongs, so I have to put it in the trash. It's your turn, Lupe.*

6. Keep taking turns like this until one player has all the cards in their array turned face-up in the correct order, 2 through 20.



Game over!