

**A**



**A**

**a**



**a**

**B**



**B**

**b**



**b**

**C**



**C**

**c**



**c**

**D**



**D**

**d**



**E**



**E**

**e**



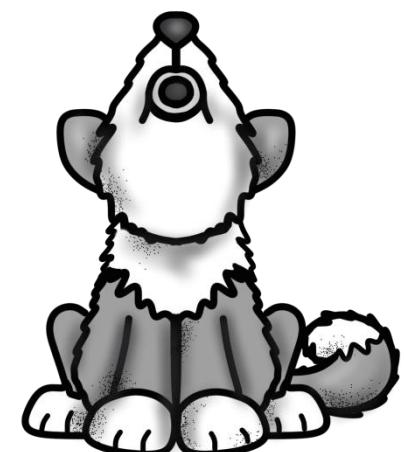
**e**

**F**



**F**

**f**



**f**

**G**



**G**

**g**



**g**

**H**



**H**

**h**



**h**

**I**



**I**

**i**



**i**

J



J

j



j

K



K

k



k

L



L

I



I

**M**



**M**

**m**



**m**

**N**



**N**

**n**



**n**

**o**



**o**

**o**



**o**

**P**



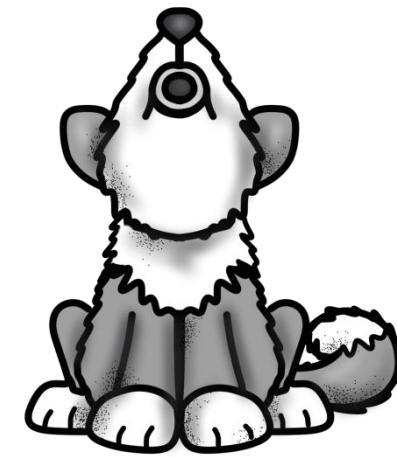
**P**

**p**



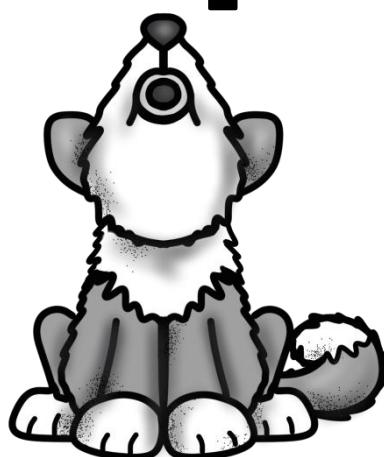
**p**

**Q**



**Q**

**q**



**q**

**R**



**R**

**r**



**r**

**S**



**S**

**S**



**S**

**T**



**T**

**t**



**t**

**U**



**U**

**U**



**u**

**V**



**V**

**V**



**V**

**W**



**W**

**W**



**W**

**X**



**X**

**X**



**X**

**Y****y****z****z****z**

## Go Mush!

**Number of Players:** Two to Four

**Object:** To make the most matches

**Play:** One player is chosen to deal. The dealer shuffles the cards and deals five cards to every player to hold in their hands. The dealer places the rest of the deck, facedown, in the center of the play area. This is now called the "Mush" pile.

Check your hand of cards for any matches, show the other players, and place the cards down in front of you.

Player to the left of the dealer plays first. You look at your cards, and then ask another player, by name, if they have a card that matches your capital or lowercase letter. You must have one of the cards in your hand before you ask. For example, if you have T in your hand, you can ask another player for t. If you have s in

**z****z**

## Go Mush!

your hand, you can ask another player for S.

If you get the card you asked for, you get to ask again. You can ask someone else or the same person. Your turn continues for as long as you receive what you ask for. However, if a player does not have the card you asked for, they say "Go Mush!" When this happens, you must take the top card from the Mush pile. The player that said "Go Mush!" is the next player to take a turn.

When you collect a matching multiplication fact and product, show the other players, and place the cards in front of you.

If you run out of cards during the game, you immediately draw the top card from the Mush pile. The game ends when the last card from the Mush pile is drawn. The player with the most matches wins.

CONTINUED