

COUNTERpillar™

The Count 'em Up Card Game

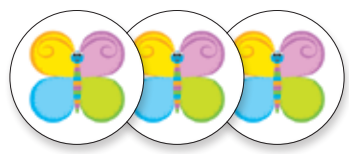
Find More FUN at TRENDenterprises.com
©TREND enterprises, Inc.® Made in USA T-20009

Game Contents

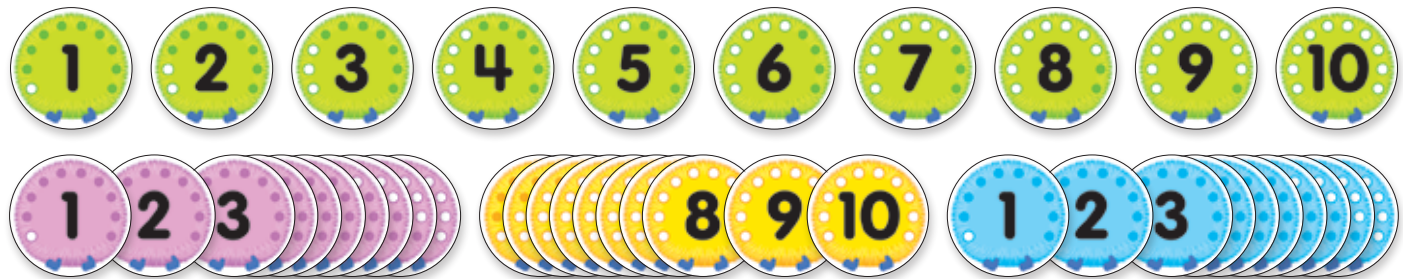
Head Start Cards (4)
Choose one for each player's starting point.



Wild Cards (3)
Optional. Use in place of any card.



Number Cards 1-10 (40)



Number Cards 11-20 (10)



Equation Cards (6)
Use for ADDipillar math activities.



Card Features

Counting Dots
New to numbers? Count the dots!

Card Base
Feet on the floor! Caterpillar feet show the bottom (baseline) of each card.

Setup & Directions

First, choose which COUNTERpillar game you'll play (see reverse side). Use the following setup and directions to get started.



- Choose a Head Start Card**
Place one card face up in front of each player.
- Shuffle the Deck**
Use all Number Cards 1-10 and all Wild Cards, if desired.
- Create a Draw Pile**
Place all cards face down.
- Start a Discard Pile**
Flip the top card over to start a Discard Pile next to the Draw Pile. Players may draw cards from the Draw or Discard Pile.
- How to Play**
Draw one card per turn. If the card helps you complete the challenge, add it anywhere in your COUNTERpillar body. If not, discard it. Collect cards in any order, fill in holes, and swap cards as you play. Take turns, playing in a clockwise direction. First to complete the challenge wins!

Games

Race other players or enjoy games as individual learning activities.

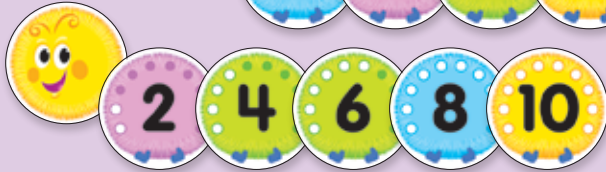
First to Five

Build a sequence from 1 to 5.



Trek to Ten

Build a sequence from 1 to 10.



Odd or Even

Deal three cards to each player. Use those cards as a start to building a sequence of five odd or five even numbers. Lay down any card you wish to keep, up to five. Swap and rearrange cards until you have a five-card odd or even sequence.

Three of a Kind

Collect three matching numeral cards. Deal everyone three cards to start. Swap those three cards as needed until someone has three matching numbers.



Straight UP!

Build a sequence of five numbers (a straight) starting with any number 1 through 6. Keep up to five cards in your COUNTERpillar. Swap and rearrange them to make a straight!



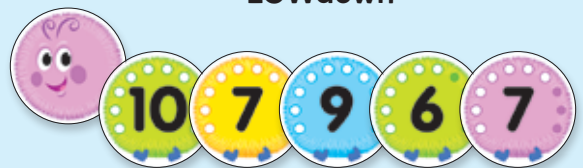
2-4 players

LOWdown or HIGH Five!

Choose to play LOWdown (lowest score wins) or HIGH Five! (highest score wins). Deal five cards to each player. Take five turns each to draw and swap cards in your COUNTERpillar. Add each player's total. The player with the lowest or highest score wins!



LOWdown



HIGH Five!

Activities

Have fun learning numbers, counting, and creating equations.

Play and learn your way! Focus on numbers only by using solid colors, show odd/even with a color-coded deck, or remove any hints and use a mix of colors. Create your own patterns too!



Solid Colors



Odd & Even Colors

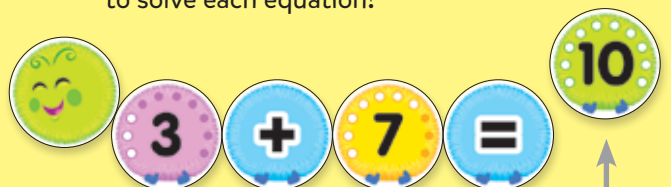


Multiple Colors

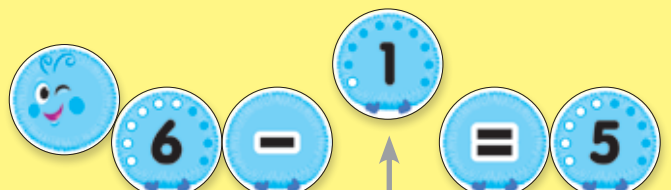
ADDipillar

Use the **Equation Cards** to create math equations to challenge any skill level.

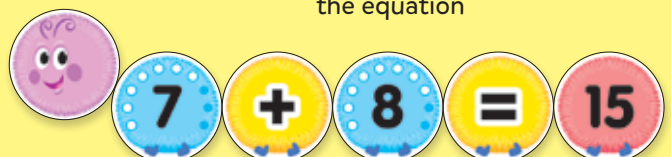
Lay out cards to make equations. Secretly remove a card in each math problem. Provide a variety of "answer" cards. Challenge learners to solve each equation!



Fill in the answer



Complete the equation



Extra Challenge: Use **Number Cards 11-20** for math practice with higher numbers.