

# FINAL COUNTDOWN



**Players:** 2 to 4

**Supplies:**

1 deck of cards, 3 game chips per player to be used as multiplication chips, scrap paper and pencils (recommended)

**Objective:** First player to get to 0.

**How to Play:**

1. Shuffle the cards.
2. Deal out four cards per player.
3. Place the remaining cards in the middle face-down.
4. Player 1 places a card from their hand face-up in the center and subtracts the value from 100. (For example, Player 1 plays a 7 and says "93.") They take the top face-down card to replace the card they played.
5. Player 2 places a card from their hand face-up on top of the first card, subtracts the value of their card from the new number, and takes a card from the face-down pile. (For example, Player 2 plays a 10 and says "83.")
6. As play continues, each player adds a card to the pile and states the new difference.
7. After playing their card, each player picks the top face-down card from the center deck to replace the card they played.
8. The winner is the first player to land on zero. If a player does not land on zero, that player loses a turn. (For example, if the player is on 4 and draws a 5, the player loses a turn.)

**How to use the Multiplication Chips:**

- Each player gets three multiplication chips, which they can play when it's their turn. The chips change the value of a card.
- The player can use a multiplication chip to multiply their played card by 3 or 5. For example, a 6 card played with a chip means the player can subtract 18 or 30.



**CARD VALUE:**

**Jack:** Double the previous card played

**Queen:** Wild card (can be played as any other card in the deck)

**Kings:** 0

**Aces:** 1

**Cards 2-10:** Face value

