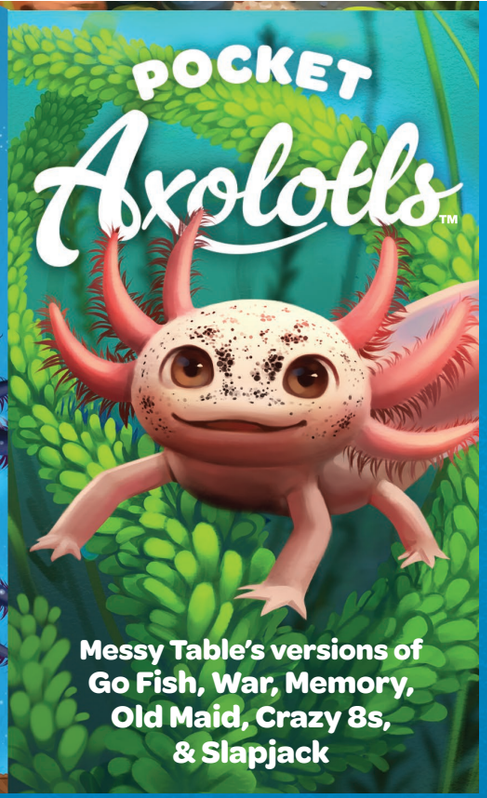


GAME 1: GO SWIM (GO FISH)

In this game, players try to find families of axolotls.

OBJECTIVE

Find the most families (sets of 4 cards with the same number).

SETUP

1. The Lake: Shuffle the deck and place the remaining cards face down in a messy pile in the middle of the table. This is The Lake.

2. The Hand:
- If playing with **2–3 players,** deal **7 cards** to each player.
- If playing with **4 or more players,** deal **5 cards** to each player.

3. Players look at their cards but keep them secret from others.

HOW TO PLAY

1. Ask: On your turn, choose a player and ask them for a specific number that you already have in your hand.

Example: "Lyla, do you have any **Number 5s?**"

Fun Tip: Use the names on the cards! "Do you have any **Gillys!"**



2. Catch: If the player has any cards of that number, they **must give all of them** to you. You then get to take another turn and ask anyone for a new number.

3. Go Swim: If the player does not have that number, they shout **"Go Swim!"**

4. Drawing: You **must** then pick up one card from The Lake.
- If you happen to draw the number you were just asking for, show everyone, and you get to take another turn!
- If it's a different number, your turn ends.

5. Making a family: As soon as you get all 4 cards of the same number (for example, all four 10s), lay them face up in front of you. This is a completed family.



HOW TO WIN

The game ends when The Lake is empty and all families have been found. **The player with the most families wins the game!**

SCAN HERE FOR A HOW TO PLAY VIDEO FOR ALL 6 GAMES!



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GAME 2: SPLASH (WAR)

In this game, players compete to see whose axolotl is the strongest.

OBJECTIVE

Win all the cards in the deck.

SETUP

1. Divide the Deck: Shuffle the deck and deal out **all** the cards face down. In a 2 player game, each player gets 26 cards.

2. The Pile: Players keep their cards in a neat, face down pile in front of them. No peeking!

HOW TO PLAY

1. Reveal: Both players flip over the top card of their pile at the same time.

FUN FACT:
Axolotls are native to Lake Xochimilco in Mexico.

2. The Winner: Compare the numbers. The player with the **higher number** wins both cards!



Example: If you play a **12 (Meep)** and your friend plays a **4 (Lottie),** you take both cards and put them in a separate pile off to the side.

3. Splash: If both players flip the same number (for example, both play a 7), it's a Splash!
- Both players place **3 cards** face down in the middle.
- Then, both players flip **1 more card face up.**
- Whoever has the higher face up card wins **all 10 cards** in the pile!



- If the new face up cards are also a tie, the Splash continues until someone wins.

HOW TO WIN

The game continues until a player wins **every single card** in the deck. **That player is the Splash Champion.**

Fun Tip: If the game is taking too long, set a timer for 10 minutes. When the timer goes off, the player with the most cards in their pile is the **Splash Champion!**

GAME 3: HIDE & SEEK (MEMORY)

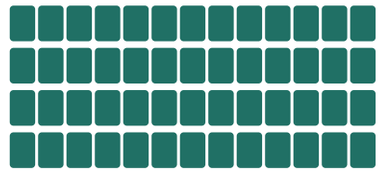
In this game, axolotls are hiding in The Lake. Players have to find where the matching axolotls are located!

OBJECTIVE

Find and collect the most matching pairs of axolotls.

SETUP

1. The Lake: Shuffle the deck and lay all **52 cards** face down on the table in a large grid (for example, 4 rows of 13, or 6 rows of 8 with a few left over).



4 ROWS OF 13 CARDS EACH

Fun Tip: For younger kids, you can use just half the deck (numbers 1–6) to make the grid smaller and the game faster.

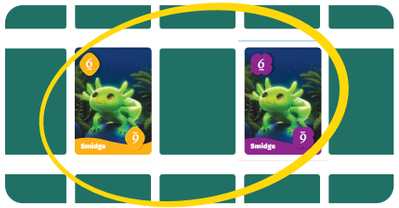
HOW TO PLAY

1. Flip: On your turn, flip over any **2 cards** so that everyone can see them.

2. Call-Out: The player must say the name or the number of the axolotls they find. ***Example:*** "I found an **Axie** and a **Mojo".**



3. A Match: If the numbers on the 2 cards match, you win that pair! Take the cards and put them in your score pile. **You get to take another turn immediately.**



4. No Match: If the numbers do not match, everyone takes a good look to memorize their spots, and then you flip them back over face down. Your turn ends, and play passes to the left.

HOW TO WIN

Once all the cards have been cleared from the table, everyone counts their pairs. **The player with the most pairs is the Hide and Seek Champion!**

LEVEL UP (FOR OLDER KIDS 10-14)

Instead of matching just 2 cards, players must try to find **all 4 cards** of the same number in a single turn!

- You flip 2 cards. If they match, you get to flip a 3rd.
- If that matches, you flip the 4th.
- If you get all 4, you keep the whole family. If you miss at any point, all cards go back face down!

GAME 4: LONELY LULU (OLD MAID)



In this game, there is only 1 Lulu axolotl in The Lake. You want to find pairs for all the other axolotls.

OBJECTIVE

Get rid of all your cards by forming pairs and not be the last player holding the Lulu card.

SETUP

1. Lonely Lulu: Find all 4 **Lulu (Number 5)** cards. Remove 3 of them from the deck and put them back in the box. Now, there is only **1 Lulu** left in the whole deck.



2. Deal: Shuffle the remaining 49 cards and deal them all out. It is okay if some players have 1 more card than others—that's part of the mystery!

3. Find Pairs: Everyone looks at their cards. If you have any pairs (2 of the same number), lay them face up in front of you.

Example: If you have 2 **Number 7s (Sushi),** that's a pair!



HOW TO PLAY

1. The Fan: The youngest player starts. Hold your cards in a fan shape. Keep the numbers secret from others, but make sure they can see the backs of all your cards.

2. Pick: The player to your left picks **1 card** from your hand.

- **If they find a match:** They put the new pair down on the table.
- **If they don't find a match:** They add your card to their hand.

3. Next Player: Now that player fans their cards for the player to their left. Play continues clockwise around the circle.

4. Keep Going: As the game goes on, players will run out of cards. When this happens, they are safe. Eventually, only 2 players will be left, then 1.

HOW TO WIN

The game ends when all pairs have been matched and placed on the table. The player left holding the single **Lulu** card is the Lonely Lulu for this round. **Everyone else wins!**

Fun Tip: If you are holding Lulu, try to keep a straight face! If you act too sad or too giggly, the other players will know which card she is and avoid picking her from your hand.

GAME 5: CRAZY WIGGLES (CRAZY 8s)

Whenever a **Wiggles card** is played, the whole Lake changes.

OBJECTIVE

Be the first player to get rid of all the cards in your hand.

SETUP

1. Deal: Deal **5 cards** to each player (7 cards if there are only 2 players).

2. The Lake: Place the rest of the deck face down in the middle.

3. Start: Flip the top card over and place it next to the deck to start the Discard Pile.

HOW TO PLAY

1. Match It: On your turn, look at the card on top of the Discard Pile.

You can play a card from your hand if it matches the **number** or the **color.** ***Example:*** If the card is a **Green 1 (Bubbles),** you can play any **Green card** or any **Number 1.**



2. Play a Wiggles: Wiggles (Number 8) is a Wild Card! You can play Wiggles at any time, even if you have another match.

When you play Wiggles, shout **"Crazy Wiggles!"** and choose a new color (Red, Green, Purple, or Yellow).

3. No Match: If you can't play a card, draw **1 card** from the deck. If that card is a match or a Wiggles, you can play it immediately! Otherwise, your turn ends.

4. Warning: When you have only **1 card** left in your hand, you must shout **"Axolotl!"** If you forget and someone catches you before the next player starts their turn, you have to draw **2 cards!**

HOW TO WIN

The first player to play their very last card wins the game and becomes the Wiggler!

GAME 6: ZIPPY ZAP (SLAPJACK)

In this game, you have to be as fast as **Zippy the Firefly Axolotl!** When Zippy appears, you have to "zap" the pile with your hand as fast as you can.



OBJECTIVE

Win all the cards by being the first player to zap the pile when Zippy appears.

SETUP

1. Deal: Shuffle the deck and deal all the cards face down to the players. It's okay if some players have 1 or 2 more cards than others.

2. No Peeking: Keep your cards in a neat pile in front of you. You are not allowed to look at them!

HOW TO PLAY

1. Flip: Players take turns taking the top card from their pile and flipping it into the middle. Flip the card away from you so you don't see it before the other players do!

2. Zap: Everyone must watch the cards closely. As soon as anyone flips over a **Zippy (Number 13),** everyone tries to be the first to slap their hand down on the middle pile.

3. Collection: The first player to zap the pile wins all the cards in the middle! They put them at the bottom of their own pile.

4. Fake-Outs: If you slap the pile but it wasn't a Zippy card, you have to give 1 card from your pile to the player who just played.

HOW TO WIN

If you run out of cards, you aren't out yet! You can still stay in the game and try to zap the next Zippy that appears. If you get it, you're back in with a whole new pile of cards!

The last player left with all the cards in the deck is the Zippy Zap Axolotl Champion!