

BUILD THE PUZZLE, PLAY THE GAME!

HOW TO USE THE PRODUCTS

From The $Gecko^{TM}$ is a unique speed math game that focuses the player on understanding numbers and making quick decisions. When a child receives stimulis to think, neural bridges are created and those that are developed are reinforced. As more neural bridges are formed, more intellect is developed.

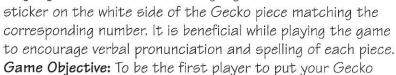
Benefits: A game where everyone succeeds and is entertained, and educated. The game offers memory, linguistics, math skills, problem solving, motor skills, logic skills, and pattern recognition. Players identify similarities and differences in decision making,

and learn increased attentiveness to detail.

From the Gecko Rules

Ages: 5 to Adult Players: 2 to 6

Game Contents: The game contains six Gecko Playzzles™, two pair of dice and language stickers. Place the language



together correctly.

STARTING THE GAME:

Everyone chooses a color of Gecko (all heads are #1) and then start off with the head of the Gecko. The pieces are numbered 1-12. Place the other pieces for each Gecko being played in middle of the table.

The Play: Youngest player goes first or roll the dice to see who goes first.

VERSION #1

Play begins! The first Player rolls the dice. They can total the dice together to make a single number and take that piece from the center or they can use the die single numbers and take one of those pieces to their $Gecko\ Playzzle^{TM}$. Then the next player rolls both dice.

It is part of the learning experience to call out your number, in the language your teaching.

For example: Spanish – encourage them to call out One – Uno. Play ends when the first person rolls the numbers to complete the Gecko PlayzzleTM.

For example: If a player rolls: a 3 & 5, they get a choice of which Gecko playing pieces to choose from, either the 3, the 5 or by adding the numbers together - 8. You may only choose one combination, or use one die per roll.

VERSION # 2

Played the same as Version one with a game Twist.

Game Twist: You may choose not to use your roll to pick up a Playzzle™ piece for your own Gecko and use any combination of your roll to put back another player's piece into the center pile causing the player to roll that number again. The piece placed back into the pile can not be attached to the head (#1) or any part connected to the head. Once the two and seven are connected -in order- to the head (#1) they can not be placed back in the middle. Any piece connected to them once they are connected to #1 can not be placed back in the middle.

For example: If a player rolls: a 3 & 5, a total of 8, they get a choice of picking the 8 piece, the 3 piece or the 5 piece of the Gecko PlayzzlesTM. You may only choose one combination per roll. If you do not want to take one of your own pieces you can look around to see if another player has a loose #3, #5, or #8 and throw their piece back into the center pile making it difficult for the other player to complete their Gecko PlayzzleTM, slowing them down to help you take the lead.

VERSION 3

Played the same as version two with another math play - subtraction.

Players may use their roll as follows, play either die, play the combination or play the subtracted total.

For example: If a player rolls: a 3 & 5, they get a choice of which Gecko playing pieces to choose from, either by of adding the numbers together 8, subtracting the 5 from the 3 = 2 or using either roll, the 3 or the 5. You may only choose

one combination, or use one dice per roll.

Remember the objective of the game is to be the first to finish.

Good Luck and Get GECKOING!





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