## MULTIPLICATION TABLE

|    |   |    |    | -  | -  |    |    |    |    |     |     | •   |     |
|----|---|----|----|----|----|----|----|----|----|-----|-----|-----|-----|
| X  | 0 | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9   | 10  | 11  | 12  |
| 0  | 0 | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0   | 0   | 0   |
| 1  | 0 | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9   | 10  | 11  | 12  |
| 2  | 0 | 2  | 4  | 6  | 8  | 10 | 12 | 14 | 16 | 18  | 20  | 22  | 24  |
| 3  | 0 | 3  | 6  | 9  | 12 | 15 | 18 | 21 | 24 | 27  | 30  | 33  | 36  |
| 4  | 0 | 4  | 8  | 12 | 16 | 20 | 24 | 28 | 32 | 36  | 40  | 44  | 48  |
| 5  | 0 | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45  | 50  | 55  | 60  |
| 6  | 0 | 6  | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54  | 60  | 66  | 72  |
| 7  | 0 | 7  | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63  | 70  | 77  | 84  |
| 8  | 0 | 8  | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72  | 80  | 88  | 96  |
| 9  | 0 | 9  | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81  | 90  | 99  | 108 |
| 10 | 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90  | 100 | 110 | 120 |
| 11 | 0 | 11 | 22 | 33 | 44 | 55 | 66 | 77 | 88 | 99  | 110 | 121 | 132 |
| 12 | 0 | 12 | 24 | 36 | 48 | 60 | 72 | 84 | 96 | 108 | 120 | 132 | 144 |

- 3. Play: Players take turns turning over one card from the stockpile, and two cards from the board. Player may take the product of any 2 of the 3 cards and write it on their scorecard, or pass, turning both board cards over and placing the stockpile card at the bottom. The remaining card is either turned over, if on the board, or if from the stockpile. placed on the bottom. Play ends when all the cards have been turned over and played.
- **4. Object**: Player with the highest total wins.

## A-LICOR

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## MULTERLICATION Fronts From 0 to 12

Welcome to the world of FraPerDECK, educational playing cards for enjoyment in learning. The 52 card deck covers all multiplication facts from 0-12. During play, keep a multiplication table in front of the player/learner at all times.

More games, as well as information on original FraPerDeck, are available from our website at www.fraperdeck.com. Have Fun!

A. Countdown 1. Players: 2-4 2. Deal: 2 players, 12 cards each 3 players, 9 cards each 4 players, 6 cards each Remaining cards are placed in a stockpile from which to draw. 3. Play: Players take turns laying down

GAMES

2 cards, stating the product of the 2 numbers; i.e. eight times six is fortyeight. The product is written down on a

scorecard, and one card is drawn from the stockpile. The game ends when players have played all their cards. 4. Object: Scorecard numbers are added.

B. Random War

1. Players: 2-4

The player with the highest total wins.

2. Deal: All cards are dealt, including an

turns laying down a card, and stating the product of their card and the card in the middle. Highest product takes all the cards. Play ends when all cards have been played through once. In case of a tie, the rules of war prevail. 4. Object: Player with the most cards wins. 5. Option with Dice: All cards are dealt, with the exception of the "extra hand".

extra"hand". For example, if three play-

ers, there will be 4 piles of cards, etc.

Players do not look at their cards, and

the odd pile is placed in the middle

3. Player to left of dealer turns over a card

from the middle pile. Players then take

C. Specific War 1. Players: 2-4 2. Deal: Before the deal, a card is chosen

to be the multiplier. For example, if players want to work on their 8's, they remove an 8 from the deck and turn it face up in the middle. The remaining cards are dealt to the players. 3. Players take turns turning over a card and stating the product. Highest prod-

uct takes all the cards. In case of a tie.

the rules of war prevail. Play ends when

all the cards have been played through

4. Object: Player with the most cards wins.

once.

tion table.

**D. Bingo** (with multiplication table/buttons or markers)

1. Players: 1-4 2. Each player has a deck and a multiplica-

place a marker on that number. 4. First player to get a line of markers across the table wins. **5.** Option: Each player has a multiplication

table print out as his "bingo card". Play is the same, except that each player marks only their own card with the product they turn over. First player to get any 5 numbers in a row, column or

3. Play: In turn, players turn over 2 cards.

They find the product on the table and

consecutive.

E. Concentration

1. Players: 2

2. Deal: Cards are laid out in 5 rows of 5 for a total of 25 cards. This is called the board. Remaining cards are placed in a stockpile.

diagonal wins. They do not have to be

Before play, player throws the dice. Then each player turns over a card, using the number on the dice as the multiplier. Highest product takes all the

play continues.

cards. Next player, throws the dice, and