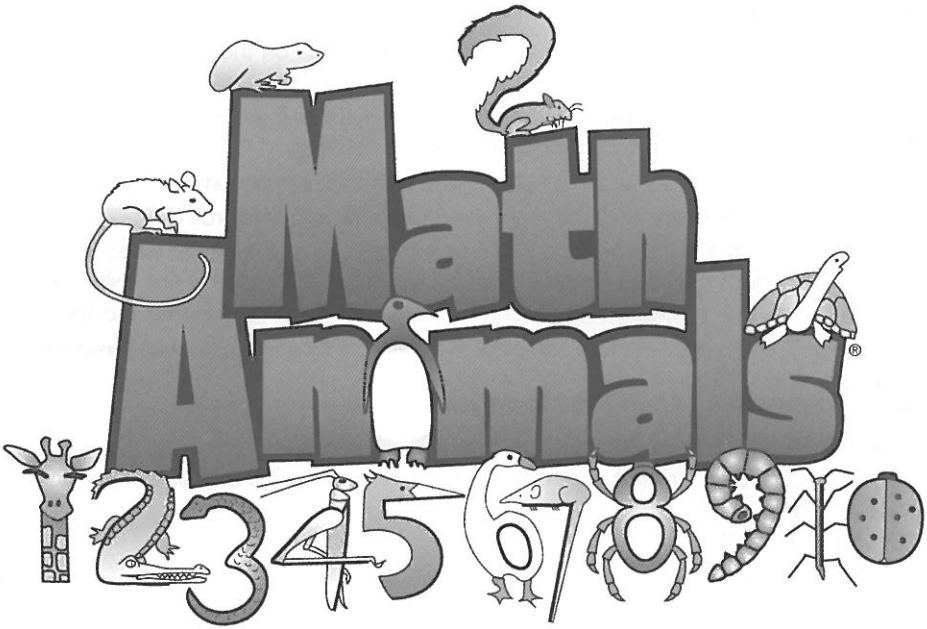

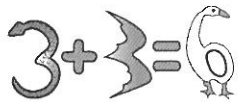

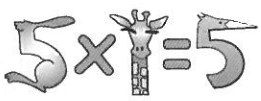

Rules

Contents Gameboard, 9 pink addition cards, 9 orange subtraction cards, eight animal playing pieces, two dice, and a pad of score sheets.

Object Players race to be the first player to reach the "goal." Older players (age 8 to adult) can leap ahead quickly by playing MathAnimals Multiplication. Younger players who have not yet learned multiplication may play MathAnimals Addition or MathAnimals Subtraction. MathAnimals works best when played by 2 to 4 people though as many as eight can play.

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Game Set-Up

1. Place the orange subtraction cards and pink addition cards on the board with one stack on each of the large orange and pink rectangles.
2. Each player selects a MathAnimals playing piece and places it in the center of the board on the purple ten square (walking stick and ladybug).
3. Each player rolls one die once. The player who rolls the highest number goes first.
4. Players take turns rolling the dice. Any player rolling doubles may roll again.
5. On the first turn a player must roll a 2, 3, or 4 to get out of the center without landing on any of the blank (green or yellow) squares. If a 2, 3, or 4 is not rolled on the first turn, the player cannot move and must wait until his/her next turn to try again. On the player's next turn, the piece will begin moving in a clockwise direction.

MathAnimals® Multiplication

HOW TO PLAY

Players set a number as winning goal. 100 is a very short game. 500 or 1,000 is a game of average length.

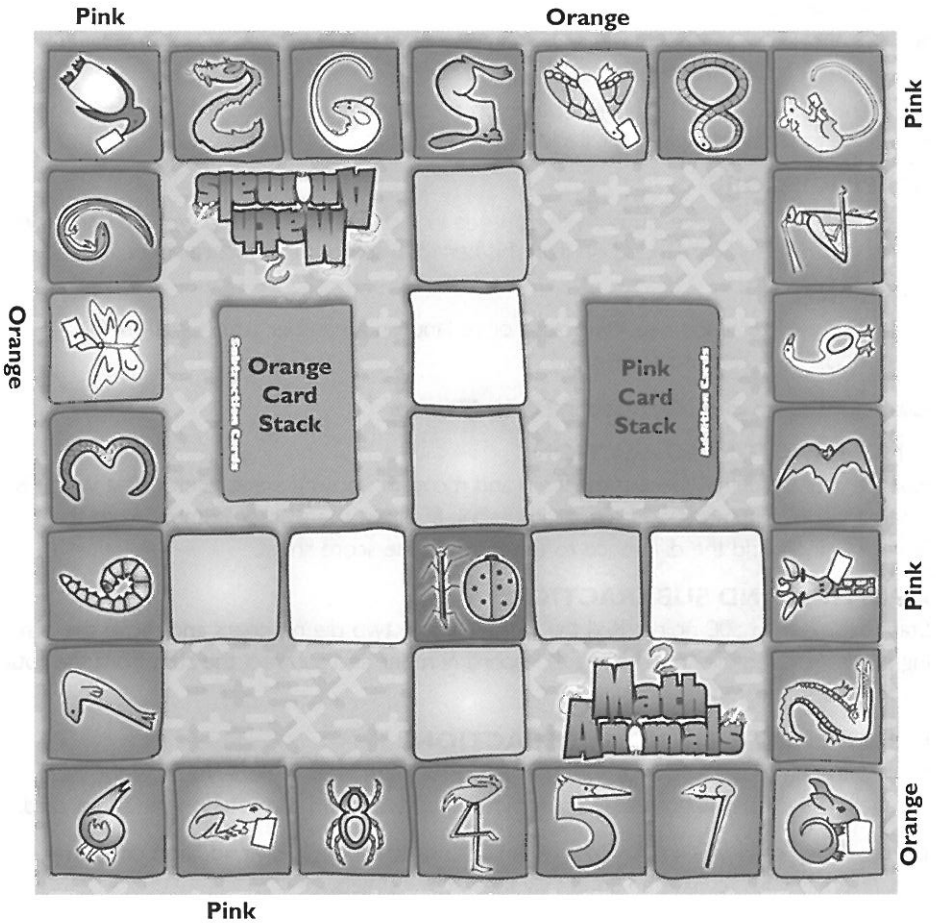
KEEPING SCORE

1. When a playing piece lands on a square, the player multiplies the number showing on the dice by the number he/she has landed on and records the answer on his/her score sheet. For example, if a 2 is rolled at the start of the game, the playing piece may move out of the center to the 4 (flamingo) square on the outside ring. Multiply 2 x 4 and record the answer on the score sheet.
2. Each time a player moves, the multiplied score is added to the total on the score sheet.
3. If a piece lands on an orange square, the player must draw an orange subtraction card. The number showing on the card must be subtracted from their total score.
4. If a piece lands on a pink square, the player must draw a pink addition card. The number showing on the card may be added to their total score.
5. Players may not ever land on the green or yellow squares. A player may move to the center ten square and multiply their roll by ten only if the exact number for the move is rolled. To get back out of the center any number higher than a one may be used. Rolling a 2 will take the piece to the outside ring. Rolling anything higher than a 2 will take the piece to the outside ring where it may continue moving in a clockwise direction. When leaving the center, players must determine in which direction they should move to achieve the highest possible score. In the example on page 3, a player has rolled a 4. The game piece may exit the center in any direction and may land on a 5, 2, Pink Card or 3. Since the lowest number on the Pink Cards is a 5, the Pink Card would be the best move.

WINNING THE GAME

The first player to reach the pre-set number goal wins the game.

Note: all players are responsible for keeping their own scores. If multiplication, addition, and subtraction functions are done out loud, players may check the accuracy of each other's answers. A player who is multiplying to determine his/her score on a given play may not look at the tables booklet but other players may check the booklet to see if the answer is correct.



MathAnimals® Addition

HOW TO PLAY

1. Players decide what the winning score will be by setting a number as a goal. 100 to 300 is an average length game.
2. Remove the -35 and -40 orange subtraction cards and the +35 and +40 pink addition cards from the card stacks.

KEEPING SCORE

1. Once a playing piece lands on the outside ring of the board, the player adds the number showing on the dice to the number he/she has landed on and adds the sum to the total on his/her score sheet.

WINNING

The first player to reach the established goal number wins the game.

MathAnimals® Subtraction

HOW TO PLAY

1. Players decide upon a number as a starting point. 200 to 300 is an average length game.
2. Remove -35 and -40 orange subtraction cards and the +35 and +40 pink addition cards from the draw-a-card stacks.

KEEPING SCORE

1. Once a playing piece lands on the outside ring of the board, the player subtracts the number he/she has landed on from his/her total score on the score sheet.

WINNING

The first player to reach a score of zero or to land on a number which is larger than needed to reach zero wins the game.

Variations on Subtraction Game

SINGLE DIGIT SUBTRACTION

Roll the dice. Add the two die numbers and move the playing piece. Determine which is smaller, the dice number or the board number. Subtract the smaller number from the larger number. Add the difference to the total on the score sheet.

ADDITION AND SUBTRACTION

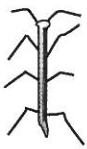
Start with 200 to 500 points. Roll the dice. Add the two die numbers and move the playing piece. Add the dice number to the board number and subtract the sum from the total on the score sheet.

MULTIPLICATION AND SUBTRACTION

Start with 400 to 1,000 points. Roll the dice. Move the playing piece. Multiply the dice number by the board number and subtract the answer from the total on the score card.

Note: Young children can play MathAnimals to practice single digit addition or subtraction. You may wish to have an adult tally their score sheets.

Addition Tables



1+ 0= 1	2+ 0= 2	3+ 0= 3	4+ 0= 4	5+ 0= 5
1+ 1= 2	2+ 1= 3	3+ 1= 4	4+ 1= 5	5+ 1= 6
1+ 2= 3	2+ 2= 4	3+ 2= 5	4+ 2= 6	5+ 2= 7
1+ 3= 4	2+ 3= 5	3+ 3= 6	4+ 3= 7	5+ 3= 8
1+ 4= 5	2+ 4= 6	3+ 4= 7	4+ 4= 8	5+ 4= 9
1+ 5= 6	2+ 5= 7	3+ 5= 8	4+ 5= 9	5+ 5=10
1+ 6= 7	2+ 6= 8	3+ 6= 9	4+ 6=10	5+ 6=11
1+ 7= 8	2+ 7= 9	3+ 7=10	4+ 7=11	5+ 7=12
1+ 8= 9	2+ 8=10	3+ 8=11	4+ 8=12	5+ 8=13
1+ 9=10	2+ 9=11	3+ 9=12	4+ 9=13	5+ 9=14
1+10=11	2+10=12	3+10=13	4+10=14	5+10=15

6+ 0= 6	7+ 0= 7	8+ 0= 8	9+ 0= 9	10+0 =10
6+ 1= 7	7+ 1= 8	8+ 1= 9	9+ 1=10	10+1 =11
6+ 2= 8	7+ 2= 9	8+ 2=10	9+ 2=11	10+2 =12
6+ 3= 9	7+ 3=10	8+ 3=11	9+ 3=12	10+3 =13
6+ 4=10	7+ 4=11	8+ 4=12	9+ 4=13	10+4 =14
6+ 5=11	7+ 5=12	8+ 5=13	9+ 5=14	10+5 =15
6+ 6=12	7+ 6=13	8+ 6=14	9+ 6=15	10+6 =16
6+ 7=13	7+ 7=14	8+ 7=15	9+ 7=16	10+7 =17
6+ 8=14	7+ 8=15	8+ 8=16	9+ 8=17	10+8 =18
6+ 9=15	7+ 9=16	8+ 9=17	9+ 9=18	10+9 =19
6+10=16	7+10=17	8+10=18	9+10=19	10+10=20

Subtraction Tables

1 - 0 = 1
1 - 1 = 0

2 - 0 = 2
2 - 1 = 1
2 - 2 = 0

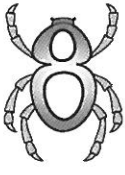
3 - 0 = 3
3 - 1 = 2
3 - 2 = 1
3 - 3 = 0

4 - 0 = 4
4 - 1 = 3
4 - 2 = 2
4 - 3 = 1
4 - 4 = 0

5 - 0 = 5
5 - 1 = 4
5 - 2 = 3
5 - 3 = 2
5 - 4 = 1
5 - 5 = 0

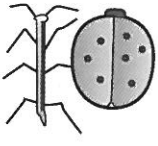
6 - 0 = 6
6 - 1 = 5
6 - 2 = 4
6 - 3 = 3
6 - 4 = 2
6 - 5 = 1
6 - 6 = 0

7 - 0 = 7
7 - 1 = 6
7 - 2 = 5
7 - 3 = 4
7 - 4 = 3
7 - 5 = 2
7 - 6 = 1
7 - 7 = 0



8 - 0 = 8
8 - 1 = 7
8 - 2 = 6
8 - 3 = 5
8 - 4 = 4
8 - 5 = 3
8 - 6 = 2
8 - 7 = 1
8 - 8 = 0

9 - 0 = 9
9 - 1 = 8
9 - 2 = 7
9 - 3 = 6
9 - 4 = 5
9 - 5 = 4
9 - 6 = 3
9 - 7 = 2
9 - 8 = 1
9 - 9 = 0



10-0 =10
10-1 = 9
10-2 = 8
10-3 = 7
10-4 = 6
10-5 = 5
10-6 = 4
10-7 = 3
10-8 = 2
10-9 = 1
10-10= 0

Multiplication Tables

1x 0= 0
1x 1= 1
1x 2= 2
1x 3= 3
1x 4= 4
1x 5= 5
1x 6= 6
1x 7= 7
1x 8= 8
1x 9= 9
1x10=10

2x 0= 0
2x 1= 2
2x 2= 4
2x 3= 6
2x 4= 8
2x 5=10
2x 6=12
2x 7=14
2x 8=16
2x 9=18
2x10=20

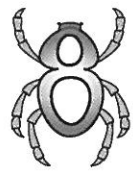
3x 0= 0
3x 1= 3
3x 2= 6
3x 3= 9
3x 4=12
3x 5=15
3x 6=18
3x 7=21
3x 8=24
3x 9=27
3x10=30

4x 0= 0
4x 1= 4
4x 2= 8
4x 3=12
4x 4=16
4x 5=20
4x 6=24
4x 7=28
4x 8=32
4x 9=36
4x10=40

5x 0= 0
5x 1= 5
5x 2=10
5x 3=15
5x 4=20
5x 5=25
5x 6=30
5x 7=35
5x 8=40
5x 9=45
5x10=50

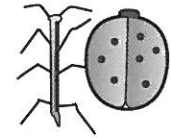
6x 0= 0
6x 1= 6
6x 2=12
6x 3=18
6x 4=24
6x 5=30
6x 6=36
6x 7=42
6x 8=48
6x 9=54
6x10=60

7x 0= 0
7x 1= 7
7x 2=14
7x 3=21
7x 4=28
7x 5=35
7x 6=42
7x 7=49
7x 8=56
7x 9=63
7x10=70



8x 0= 0
8x 1= 8
8x 2=16
8x 3=24
8x 4=32
8x 5=40
8x 6=48
8x 7=56
8x 8=64
8x 9=72
8x10=80

9x 0= 0
9x 1= 9
9x 2=18
9x 3=27
9x 4=36
9x 5=45
9x 6=54
9x 7=63
9x 8=72
9x 9=81
9x10=90



10x 0 = 0
10x 1 = 10
10x 2 = 20
10x 3 = 30
10x 4 = 40
10x 5 = 50
10x 6 = 60
10x 7 = 70
10x 8 = 80
10x 9 = 90
10x10 = 100

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