**Game Directions**

**EQUATO™**
To start, player 1 rolls and writes the number in any square. Players then take turns back and forth, rolling and writing their number in any square, as long as that square is above, below, or next to one already containing a number.

The goal is to form an equation with 3 squares in a row in any direction. When a player makes an equation, he/she fills in the operators between the squares & tallies 1 point.

**Winner:** Player that makes the most equations.

Basic (Addition)

\[
\begin{align*}
2 + 1 &= 3 \\
3 + 6 &= 9 \\
1 + 5 &= 6 \\
4 + 1 &= 5
\end{align*}
\]

Pro (All operators)

\[
\begin{align*}
3 + 2 &= 5 & \times 1 &= 3 \\
2 + 4 - 1 &= 5 & \div 3 &= 3 \\
4 + 1 &= 5 & 6 &= 2 \times 3 = 6
\end{align*}
\]

**TIC-TAC-TANG™**
Players take turns rolling and writing their number in any open circle (play on one square or both at the same time). The goal of the game is to get Tic-Tac-Tang, or 3 numbers in a row, in any direction, that together make up a fact family.

**Winner:** Player to make a fact family w/ 3 numbers in a row.

**TIC-TAC-TENFRAME™**
Both players take turns rolling, and adding their dots to any ten frame (must have enough available spaces for all dots). When a player fills a ten frame with exactly 10 dots, he/she “gets” that ten frame, and writes his/her initial in that circle.

**Winner:** The first player that fills two of the ten frames.

**MATH LIMBO™**
Take turns: Roll. Cross out 1-2 numbers on your triangle that either add or subtract to equal the number rolled. Players take turns back and forth, rolling and eliminating numbers on their triangle. If a player rolls and no numbers can be eliminated, the turn is over and opponent rolls again.

**Example:** Player rolls 8

**Other Possibilities:**
1 & 7, 3 & 5, 8, 9 & 1, 10 & 2

**GREAT TIMES® FLASHCARD BINGO™**
Flip a card, and together find the answer. If the answer is on your board, circle it. Circle 5 in a row any direction - you win!
**NUMSKILL™**

Goal: Find the most SETS.

A SET consists of 3 cards
2 cards add up to 3rd card
All 3 cards different colors

When a player finds a set, he or she says “Numskill!” and if correct, he/she gets to keep those cards and 3 new cards are replaced.

The player (or team) that finds the most total SETS wins!

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**WEB BONDS™**

Player 1 rolls and writes the number in the center circle. Both players then take turns back and forth, rolling and writing their numbers in any open circles on the board. Each player may only write in 1 circle per turn.

The goal is to form fact families with 3 numbers that are connected to each other with dash marks. If player writes a number that completes a fact family (i.e. 1+3=4), he/she traces the outline connecting the 3 numbers, and writes his/her initial in the center. That counts as 1 point.

The game ends when all circles on the board are filled. The player with the most points (initials) wins!

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**KAKOOMA®**

On each card, find the number that’s the sum (blue cards) or product (gold cards) of 2 other numbers on that card.

**NUMTANGA™**

Choose any two cards at random - Card A & Card B. Between Card A & B, there is only 1 equivalent value.

**TANG CARDS™ - Matching Game**

Each player (or team) starts with half the deck of cards. On the count of 3, both players flip one of their cards.

The goal of the game is to match any of the cards you’ve flipped with any of the cards your opponent has flipped. First player that sees a match says “Match!” and if correct, keeps those cards. If there’s no match, players flip again.

Both players repeat this (1,2,3, flip) until the deck is done. The player (or team) with the most cards (matches) wins!