

THE GAME OF MULTIPLICATION, STRATEGY AND FUN!

Ages 8 and up 2 Players



WHAT'S IN THE BOX?

2 10-sided dice
44 Playing pieces (including 2 spare playing pieces)
Multiplication table
Playing board
Game tray
Instruction manual

OBJECT OF THE GAME

The object of Roll 'n Multiply™ is to be the first player to place 4 of the same colored playing pieces (either orange or purple) on the game board in either a vertical, horizontal or diagonal row. Note: Each row has 5 spaces, but only 4 playing pieces in a row are required to win the game.

This is a game of strategy — so make your moves carefully!

O GET READY

- Each playing piece has a number that matches one of the numbers on the tray. Place each playing piece inside the same numbered slot in the tray.
- 2. Place the multiplication table facedown beside the playing board.

O GET SET

- 1. Each player rolls one die to decide who begins. If there is a tie, the players roll again.
- 2. The player with the higher number starts the game. The player with the lower number chooses his or her color first.

BEGINNER MULTIPLICATION GAME

- 1. The first player rolls both dice.
- 2. The player attempts to multiply the 2 numbers on the dice out loud. He or she may ask the second player for help solving the multiplication problem.
- 3. The player uses the multiplication table to check the answer. (See "Reading the Multiplication Table" on the back.) There is NO penalty for a wrong answer. Simply use the multiplication table to determine the correct answer.
- 4. After solving the multiplication problem correctly, the player selects the playing piece (from the tray) with the same number. (See example below.) He or she strategically places the playing piece on any square on the game board with his or her color facing upward. The player then returns the multiplication table to the facedown position. It is now the next player's turn.

Example: The orange player rolls a 3 and a 6. The player then multiplies the numbers on the dice and says out loud, "3 times 6 equals. . .18!" The player uses the multiplication table to check the answer. The purple player now selects the purple playing piece with the number 18 on it. He or she places the piece, purpleside up, on any of the 25 squares on the game board. The player returns the multiplication table to the facedown position. It is now the purple player's turn.

ADVANCED MULTIPLICATION GAME

After you have mastered the beginner game, try the advanced game. The rules for the advanced game are the same except:

- 1. Each player must multiply the two numbers on the dice out loud without assistance.
- 2. If the second player believes the answer is incorrect, he or she may challenge the answer by saying, "I challenge you."

- 3. Both players should check the answer by using the multiplication table.
- 4. The player with the correct answer then picks the correct playing piece and places it on the board.
- 5. If both players are incorrect, then the turn is over, and the multiplication table is returned to the facedown position. It is now the next player's turn.

IF A PLAYING PIECE IS ALREADY ON THE BOARD

After rolling the dice and correctly multiplying the numbers, the player may find that:

- 1. His or her own playing piece is already on the board. The player may either move that playing piece to another open space on the board or leave the piece on the current space. It is now the next player's turn.
- 2. The opponent's playing piece is already on the board. The player captures the opponent's playing piece and flips it, so that his or her own color is showing. Next, the player may either move that playing piece to another open space on the board or leave the piece on the current space.

DRAWS

The game is declared a "draw" if all 25 square spaces on the board have playing pieces on them, and neither player has a sequence of 4 colored playing pieces in a row.

READING THE MULTIPLICATION TABLE

Multiplication tables use 2 numbers, 1 from the top row and 1 from the left column, to determine the answer or product. The number from the top row and the number from the left column will always meet or intersect at the answer.

(CONTINUED ON BACK)

In the multiplication table below, the player is multiplying 3 X 6. The number 3 from the top row intersects the number 6 from the left column at box 18, which is the correct answer. If the player chooses the 6 from the top row and the 3 from the left column, the answer is still 18. (See white highlight in the figure below.)

Example: 3 X 6=18

| X | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|----|----|----|----|----|----|----|----|----|-----|
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 |
| 3 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 |
| 4 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 |
| 5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |
| 6 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 |
| 7 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 |
| 8 | 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 |
| 9 | 9 | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 |
| 10 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

EXTRA PLAYING PIECES

If you lose a playing piece, don't worry! Two spare playing pieces are included with the game. Just use a permanent marker to fill in the missing playing piece number.

We'd love to hear from you! Please tell us about your math success stories

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