HOW TO WIN



To be the only player left in the game after everyone has ran out of money.

You do this by answering multiplication questions to buy mathematical terms.

Collect the same colour to increase the money to bankrupt the other players.

WHAT THE GAME LOOKS LIKE

Banker:

Choose one player to the be the Banker who will look after the money. They must keep their own money and properties separate from the Bank's.

Shuffle:

Shuffle the chance and community chest cards and then place them face down on their spaces.

Start:

Put everyone's counters on the 'Start' square.

Money:

Deal out the set amount of money to each player. Look on the other page to see how much each player gets.

ON YOUR TURN

1. Roll both dice.

2. Move your counter clockwise around the board the number of spaces shown on the dice.

Follow the way of the red arrow located on 'Start'.

- 3. You will need to do what is says depending on which space you landed on.
- 4. 4. If you pass the 'Start' square, collect £100 from the bank.
- 5. If you roll a double, roll the dice again. If you roll three doubles in a row, you go straight to jail and miss a turn.
 - 6. When you finish your go, pass the dice to the person on the left.

NOT YOUR TURN

1. Collect Rent:

If another player lands on your mathematical term, ask them for money which is shown on the card.

2. Do a Deal:

You can ask to do a deal with another player. They might have a property you want so you could trade, buy it off them or sell them one of your cards. *Think carefully*!



WHAT EACH SPACE MEANS

<u>Colour:</u> Answer the times table question correctly to buy. Give the money to banker who will give you the card.

<u>1 Quarter:</u> Try to collect all 4 quarters as if you do, anyone who lands on it, owes you £150!

<u>Question:</u> If you land on the question mark, take a card from the pile do what it says. *This is non related to mathematics.*

<u>Challenge:</u> If you land on challenge, take a card from the pile and solve the problem. You get £5 for every card answered correctly. *This is related to mathematics.*

Jail: If you land on either jail square, you miss a turn.

<u>Collect:</u> If you land on the collect £10 square, choose any player (maybe the one with the most money) and they have to give you £10.





























