

# NUMBERSAURUS

2-4 Players

## Contents

- 1 x Playing Board
- 4 x Dinosaur Playing Pieces with Stands
- 36 x Number cards
- 4 x Racks
- 1 x Die
- 96 x Numbers (and signs)

## The object of the Game

To be the first player to complete seven number cards (younger children may be given a smaller quantity to complete to win). A number card is deemed complete if a player can make a sum using numbers and mathematical signs to achieve an answer equal to the number on the illustrated side of the card.

## Preparation for the Game

Each player chooses the dinosaur he/she wants to play with, fits it into a plastic stand and places it on the nest in the centre of the board.

The number cards are shuffled and stacked picture side up in a place where each player can reach.

The individual numbers and signs are kept face upward in the lid of the box.

Each player takes a rack.

## To Play

Starting with the youngest (and thereafter clockwise), each player takes one number card and stands it on his/her rack (sliding it in the notch).

Younger players can place the card with the completed sums facing them, so they can copy one of the versions. \* See later.

Older children should play picture side facing them so they try to complete a sum that makes an answer equivalent to the number printed on their picture. As the number is on one side and the sample sums on the other it is easy to check if correct. \* See later.

The first player throws the die and moves his/her dinosaur from volcano to volcano following the footprint lines (for very young children it may be easier and quicker if they are allowed to move regardless of the footprint line). Players do not have to follow the direction of the feet! Just the footprint line.

If a player throws eg. a 3, he/she moves 3 places; if a 6 is thrown, 6 places etc. Each player can move forward, backwards, left or right as long as they follow a footprint line. The dinosaur will land on a volcano with a number or a sign on it. The player must take that number or sign from the lid of the box. If it is a number or sign they need to make up the sum they stand it in their rack, if not they lay it down in front of them.

Each player, in turn, looks around the board and guides his/her dinosaur towards the numbers or signs they need to complete their sum.

On each corner of the playing board is an area marked "clearing". By landing on this a player can demand a number or sign he/she needs from another player. If the player asked has the letter it must be handed over and play continues. If he/she does not have the number or sign it can not of course be handed over, and, even better it is now his/her turn to play!

As each player completes a number card (i.e. makes a sum) they check that the sum is correct (i.e. it makes the required number on the picture side of the card). If it is correct they claim the card laying it face down in front of them.

The numbers and signs that made up the sum are placed back into the lid of the box. Any numbers or signs that are left (that were not used in the sum) are counted and that number of turns must be missed before the player rejoins the game.

All the numbers and signs are then returned to the lid. On their next turn the player picks up another number card from the pile and starts again.

The first player to complete seven number cards is the winner (alternatively a time limit may be placed on the game and the person with the most number cards at the end is the winner).

\* There may be other sum variations/options that will make the required number (i.e. not shown on the cards). Adults should encourage children to think of others and be available to check their attempts.