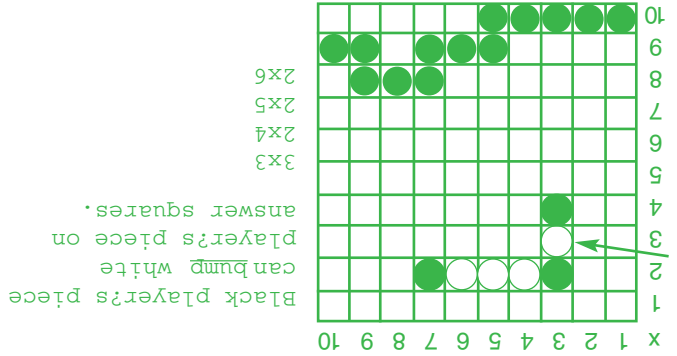


Remember: Players must always say the multiplication fact

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You can bump: when all other squares with 1 around that they are covering with their marker, numbers have been covered, or
 You can bump: if you have two markers surrounding another player's marker on opposite and adjacent sides.



Instructions

For 2-4 players, ages 8 years and above. The game is designed to reinforce multiplication facts for numbers 1-10.

Bumping means taking another player's marker off of an answer square, and replacing it with one of your markers. The other player's marker is returned to them for future use in the game.

Contents:

- ¥ Self-checking spinner
- ¥ Gameboard
- ¥ 100 game markers (25 each of four colors)

Additional Rules:

Covering Multiples:

Most multiples appear twice on the board — once in the pink area and once in the orange area. Multiples of a number times itself appear only once in the red area.

Object of the Game:

To be the first player to connect a path of markers from one side of the board to the other.

First, the player must cover the square where the two factors meet (for example, $3 \times 4 = 12$ or $4 \times 3 = 12$). If those answers squares are already covered, a player may cover the number as it is shown as a multiple of two other factors. (for example, $2 \times 6 = 12$).

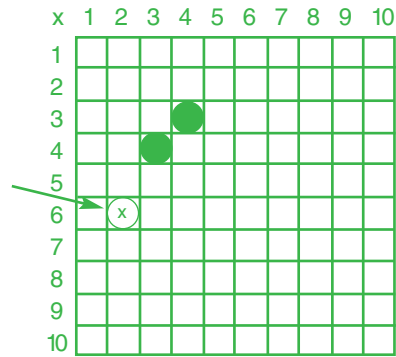
Set-Up:

Each player chooses a color. Sort the markers so each player has only the markers of the color he or she has chosen.

Spinner Use:

Hold the corner of the bottom layer of the spinner and spin the middle wheel. Line up two numbered sections of the spinner by matching up the lines that divide each sect

Hold the middle layer in place and spin the layer of the spinner. The arrowhead points to multiplication problem to solve. The first is on the bottom layer and the second factor on the middle layer. Say the problem and an out loud.



White player covers $2 \times 6 = 12$ because the other 2 squares with 12 are taken.

To check your answer, position the cut out on the top layer to the section that has the problem you are checking. Be sure to hold the bottom two layers in place as you reveal the correct answer.

Only when all of the same number are covered (for example, all 12's), may a player bump other players off of an answer square, and place her or his own marker there.

Keep in mind: When a ? is spun, a player must choose a factor to complete the problem. Choosing your factor requires some strategy.

If a player spins a problem and already occupies all possible multiples, he or she passes the turn without a move.

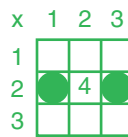
Where is the best place for your marker that is a multiple of the first factor? Cover the correct answer square.

Capturing Empty Answer Squares:

When a player has lined up two same colored markers in a column (vertical, horizontal or diagonal) which is not blocked by another players marker, she or he is allowed to recite the factors and multiples of the squares in between and mark those squares. He or she may fill in as many directions as needed during one turn.

Rules of Play:

Spin the spinner and complete the problem as described above. Mark the answer with your chosen color of game marker on the gameboard. Find the answer by using the factors printed along the left side and top of the game board. Find the two factors from the problem and mark the intersecting square. Check your answer. If a player finds that he or she has covered the multiple, he or she may mark the correct multiple after self-checking.



Black player can capture empty space 4 by reciting fact $2 \times 2 = 4$

Keep in mind: When a player's 25 game markers of the same color are on the board, she or he moves them from one answer square to another to help complete a path across the board.

Bumping Opponents from Answer Squares:

Bumping another player is possible to accomplish by two method.