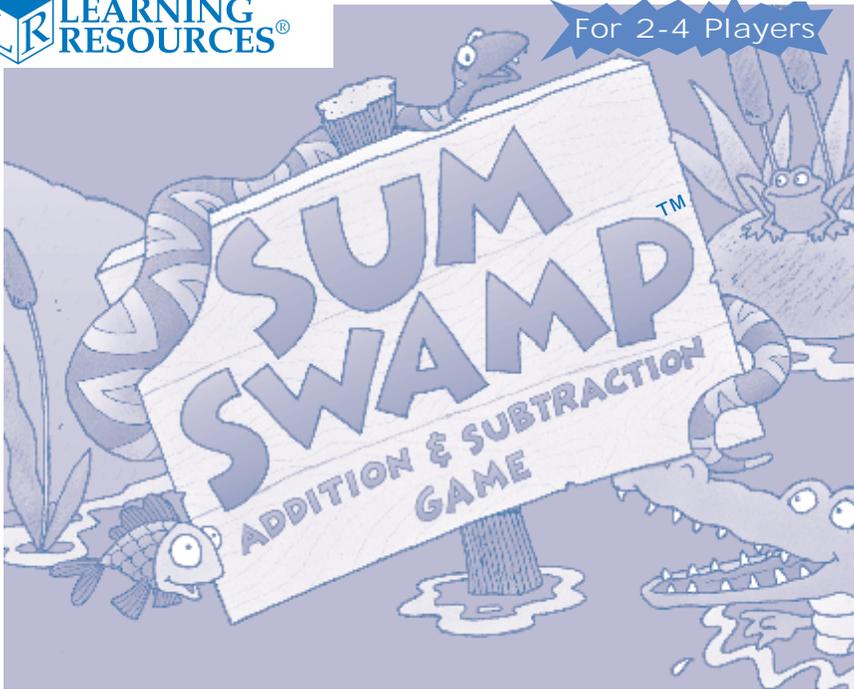



 For 2-4 Players


Also From Learning Resources:

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 **WARNING:**
CHOKING HAZARD - Small parts.
Not for children under 3 years.

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Contents:

- Game Board
- 4 Little Critter Game Pieces
- 2 Number Dice
- 1 Operation Die

Directions for game play:

Each player chooses a game piece and places it on start. Players roll a number die and the player with the highest number goes first.

The first player rolls all 3 dice and creates a number sentence by placing the highest number die first, the operation die second, and the smallest number die last.

The player then adds or subtracts the numbers, and moves ahead the sum or difference. For example, if a player rolls $3 + 2$, he/she moves ahead 5 spaces. If a player rolls a combination that equals 0 ($5 - 5 = 0$), he/she does not move. Then it is the next player's turn.

The first player to reach the finish space is the winner!
(Note: players do not need to roll the exact number to reach the finish space.)

Special spaces on the board:

"Evens" or "Odds": If a player lands on one of these spaces, he/she rolls one die. If a player rolls an "even" or "odd" number as indicated on the game board, he/she moves ahead that number of spaces. If an even/odd number is not rolled, the player must wait until his/her next turn and try again!

Number Space: If a player lands on a number space, he/she rolls the operation die. If the player rolls a +, he/she moves ahead the number indicated on the space. If the player rolls a -, he/she moves back that number.

"Short Cut": If a player lands on one of these spaces, he/she follows the arrow as indicated on the board.

"Endless Loop": All players enter the loop as the arrow on the board indicates. Players continue moving counterclockwise around the loop. If a player lands on the space marked "exit," he/she can exit the loop on his/her next turn.

