Contents:
1 Game Board
5 Number Dice
1 Operation Die
12 Spaceship Markers with Stands

Set Up:
Place the 12 spaceship markers in the stands. Each player chooses 3 space ships of the same color. To start, match the number on your ship to the correct place value path.

Warm Up:
For simplified game play, or just to become familiar with place value, try this warm up version. Start by rolling 3 number dice. Line up the dice to form a 3-digit number. Say the number aloud. Now move each of your 3 spaceships ahead on its own place value path, counting out the values as you move ahead. For instance if you roll the number 253, move your 100’s ship ahead 2 spaces, counting out “100, 200”; move your 10’s ship ahead 5 spaces, counting out “10, 20, 30, 40, 50”; move your 1’s ship ahead 3 spaces, counting out “1, 2, 3”.

Special rule: A “Blast-off” occurs when 2 spaceships land on the same space. Both players roll 1 die and move ahead. If a tie occurs again, both players roll again and move ahead until the tie is broken.

Directions for Operations Game Play:
Roll all 6 dice. Form an addition or a subtraction problem with a 3-digit number and a 2-digit number, for example: 342 + 23. Use mental math to figure out the problem. (Other players use pencil and paper or a calculator to check the answer.) Now move your 3 spaceships on the place value paths. For example: if you were adding 342 + 23 = 365, move your 100’s spaceships ahead 3 spaces, counting out “100, 200, 300”; your 10’s spaceships ahead 6 spaces, counting out “10, 20, 30, 40, 50, 60”; and your 1’s spaceships 5 spaces, counting out “1, 2, 3, 4, 5”. It is now the next player’s turn. Be the first player to get all your spaceships to the space station to win. Don’t forget to “Blast-off” when 2 spaceships land on the same space!

Special Strategies and Rules:
• After your 100’s spaceships is in the space station, set up two 2-digit numbers and a 1 digit number in your problem in order to take the greatest advantage of your roll.
• Try regrouping the dice to create larger moves on a specific place value path by borrowing and carrying. For Example:

<table>
<thead>
<tr>
<th>321</th>
<th>This may help you to create more Blast-off opportunities!</th>
</tr>
</thead>
<tbody>
<tr>
<td>-34</td>
<td></td>
</tr>
<tr>
<td>287</td>
<td></td>
</tr>
</tbody>
</table>