

Nasco Operations Math Game

Components:

- Gameboard
- Operations cards (10 each): +, -, ×, ÷, ÷ round $\hat{\uparrow}$, and ÷ round $\hat{\downarrow}$
- Pawns (4 each): red, blue, yellow, and green
- 2 dice
- Instruction sheet

Instructions:

2-4 players

To begin, "Operations" cards are shuffled and placed face down on the "Operations" card spot. To lower or raise the level of difficulty, multiplication and/or division cards can be included or extracted from the deck prior to play. To concentrate on one or more math operations, consider using only one or two operations for playing the game.

Each player rolls one of the dice. Whichever player rolls the highest number is the player that takes the first turn.

Each player chooses their pawn(s), all of the same color, and places them on the corresponding "Start" spot. The number of pawns used to play a game needs to be determined prior to play beginning. Generally, the more pawns involved, the longer the game will take.

The player whose turn it is first selects an "Operation" card from the top of the face down deck and places it face up on the "Operation in Play" spot on the board. The player then rolls the two numbered dice and moves a pawn to the left the number of spaces determined by solving the mathematics problem formed by applying the "Operation in Play" to the numbers showing on the rolled dice. Always use the higher number first when figuring out the equation.

For example:

- If the "Operation in Play" is + and the numbers on the dice are 5 and 3, the player moves a pawn 8 spaces forward.
- If the "Operation in Play" is - and the numbers are 5 and 3, the player moves a pawn forward 2 spaces.
- If the "Operation in Play" is × and the numbers are 5 and 3, the player moves a pawn forward 15 spaces.
- If the "Operation in Play" is ÷ and the numbers are 5 and 3, the player loses a turn because the result of the division is not a whole number. If the division results in a whole number 1 through 6, the player moves a pawn forward that number of spaces.
- If the "Operation in Play" is ÷ round $\hat{\uparrow}$ and the numbers are 5 and 3, the player moves a pawn forward 2 spaces.
- If the "Operation in Play" is ÷ round $\hat{\downarrow}$ and the numbers are 5 and 3, the player moves a pawn forward 1 space.
- In the event that the result is 0, the player forfeits their turn and play moves to the left.

The goal is to be the first player to move all their pawns into the finish spot for their pawn color. A pawn can only be admitted into the finish spot as the result of an exact number of spaces moved.

No two players can occupy the same space at the same time. If a player's pawn lands on a space occupied by another player's pawn, the other player's pawn is returned to that player's start spot.

To win, the first player to successfully move all of their pawns into their color's finish spot is declared "Operation Master" and wins the game.