

# MONSTERMATHICS™

## GAME GUIDE

For 2-4 Players

Ages 5 - Adult



 **WARNING:**  
CHOKING HAZARD – Small parts  
Not for children under three years.

Junior.  
**Learning**® 



## Contents

- 4 x Monstermatic Monsters
- 73 x tiles (53 number tiles and 20 operation tiles)
- 1 x game guide



## Object of the Game

Correctly calculate the most sums using the number and operations tiles by stacking them on your Monstermatic.



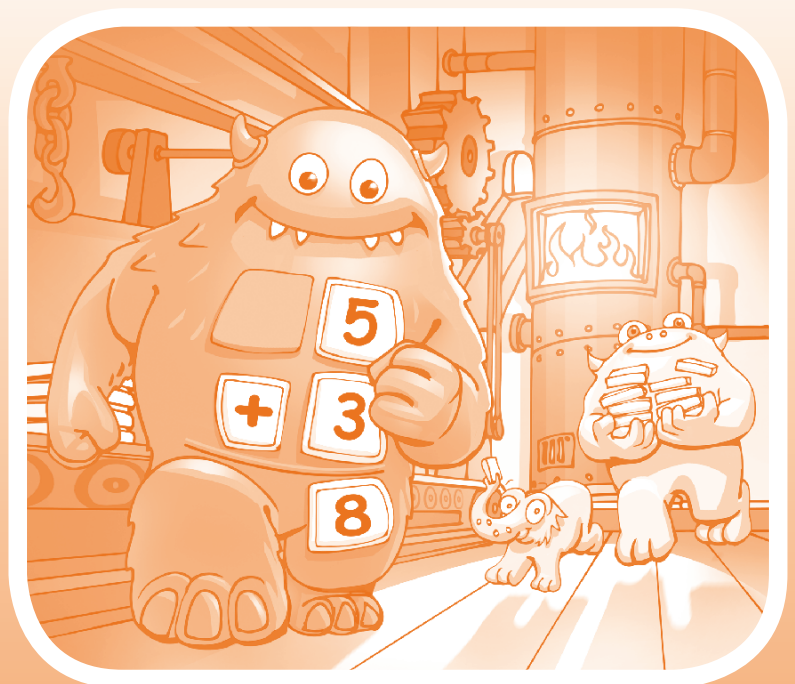
*Dr Duncan's  
Notes to  
Teachers and  
Parents*

**Monstermetics™ is designed to help students develop their calculation skills and to think analytically about numbers, sums, and solving problems. The game encourages social interaction as students observe and help each other calculating sums and working out possible equations to progress and win the game.**

Each tile has been designed to teach number orientation as it will only fit in one particular direction on the Monstermatic. Covers numbers from 0 up to 20 and includes the four operations. The game can be played at different ability levels by taking out numbers over 10 or removing more complex operations that have not been taught yet such as multiplication and division. Suitable for players aged 5-adults.

# How to play for 2 to 4 players

1. Place all the number tiles face down on a table leaving the operation tiles face up.
2. Each player must choose a Monstematic.
3. Each player takes a turn turning over a tile. Let the youngest player start the game.
4. When you can make a sum with the tiles that are facing up and using any available operation tile, then pick up your four tiles and place these in the correct order on your Monstematic's front. Have an extra go by turning over another tile.
5. Keep stacking the tiles on your Monstematic to calculate as many sums as you can. You can use any available operation tile to help.
6. Remember, you must not simply repeat the same sum that is showing on your Monstematic. Keep adding new tiles to the existing equations to make new ones.
7. For every sum you calculate correctly you may turn over an extra tile.
8. When you can't make any more sums, stop and let the next player take their turn, and so on and so on.
9. When no more tiles can be used by any of the players, stop the game and count your sums.
10. Whoever makes the highest Monstematic wins!



# Variations on the game

Monstermatics™ can be played at 2 different ability levels – Rookie for beginners or Expert for more advanced mathematicians.

1. **Rookie level** – Remove all numbers over 10 and/or remove operations that have not yet been taught (i.e. multiplication and division tiles).
2. **Expert level** – Use all the tiles in the game.



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[www.juniorlearning.com](http://www.juniorlearning.com)

