



Rules of Play (the full version including the options)

Aim of the Game

Plyt challenges players to correctly multiply (or add) a number of dice together and race along the trail to be the first to reach the winner square.

Plyt is fun and competitive, allowing players of different ages and abilities to play together at the same time. Even better, the more you play the more confident you get with numbers and the better at numeracy you become.

The game has been designed to be as flexible as possible so that you get the most out of it now and in the future. The rules and options are there to be tweaked so that you play the game in a way that works for you.

We'll continue to update the website www.plyt.co.uk with new options and top tips. Top tips give you some great examples of how to combine the dice quickly and we'd urge you to use them to help you improve.

It may be useful to have a calculator on hand to check the correct answers have been provided.

Playing the Game

Before starting the game the players need to agree on the game options. Once agreed, the game begins by each player rolling the Master dice to determine who should start. The player throwing the highest score will start the game and play will continue in a clockwise direction. Playing pieces start off the board.

Quick Summary

Before each turn, a player will decide how many dice to throw. More often than not, players will opt to play at their Standard, however depending on the relative positions on the board, players may chase the additional bonus by choosing to throw more dice.

A player takes a turn by throwing their chosen number of dice (one of which must be the Master dice) and attempting to correctly multiply (or add) them together within the time allowed. If the player provides the correct answer within the time allowed they can then move their playing piece across the board by the number indicated on the Master dice plus any bonus. Once the player has completed their turn, the play moves clockwise.

Whilst the normal practice in the game is to multiply the dice together, for players not yet able to multiply they can add the dice instead or even just use number recognition to count.

There are a number of Plyt squares marked along the trail. A player landing on a Plyt square should turn over the top card from the pile of chance cards (shuffled before each game) and act on it

depending on the option chosen. Once the instructions have been carried out, the card should be returned to the bottom of the pack.

The first player to reach the winner square is the winner. The game should last on average approx 45 minutes. If you want a faster game: i) move the starting position up to a higher number (e.g. start from square 40), ii) increase the bonus.

Use the options below to fit the game to your needs and remember the more you play the better you get!

Game Options

Players choose options depending on their ability, how competitive they want the game to be and how long they want it to last.

Option 1: Agree the Standards

A player's Standard is the number of dice that a player would throw that is appropriate for their level of ability—a level that is a challenge but where the player would normally expect to get a reasonable number of answers correct. This isn't necessarily the number of dice you will throw on each turn as you may opt to chase a bonus, but it is a recognition of your level and is intended to remain in place throughout a game. When a player is consistently able to answer correctly they would try to raise their Standard. The game is designed to allow competition between players of different ages and abilities and as a result the game can be played with different Standards.

Example: A game of 4 players of varying ability: 2 players of good ability might choose to throw 4 dice as Standard, 1 player of average ability might choose 3 dice as Standard and another player of lower ability might choose 2 dice.

If the objective is more competitive (i.e. a competition), then a single Standard might be expected for all players.

When agreeing the Standards, players will also decide whether to multiply or add the dice. For a very young player just starting out with numbers using PLYT for number recognition and counting they will have a Standard of 1 and just the Master dice.

Option 2: Agree any fixed dice (usually for young players wanting to build confidence with numbers)

Plyt is a fantastic way for people to improve their mental maths or learn their times tables. If a player wants to focus on a particular times table they might choose to fix a dice and throw just the Master dice.

Example: A player wanting to practice their 6 times table selects 6 as a fixed dice and then throws only the Master dice when it is their turn. If the Master dice shows the number 12 and the player correctly calls out the correct answer of 72, the player will advance by the number shown on the Master dice, 12 squares, across the board.

By retaining the same fixed dice on each turn, the player is then able to practice and improve an individual table whilst still being competitive within the game. As they improve, different combinations of fixed dice are added (e.g. first throw fixed dice is a 3, second turn fixed dice is a 4, third turn back to 3 again etc) before eventually moving to throwing both dice freely. You can develop any combinations as you see fit.

Option 3: Agree a bonus for each additional dice thrown above the standard

A bonus is earned by throwing more dice than your Standard. It is great for incentivizing players to increase the level of challenge during a game and to reward them for pushing themselves out of their comfort zone.

The bonus can be whatever the players choose and can be the same for all players or variable. To start with, our suggestion would be for players to play with a fixed bonus of 4 as it provides a good incentive and a reasonable length of game.

Example: A bonus of 4 is agreed for a game. One player with a standard of 3 throws 5 dice and correctly calls out the answer. They will achieve a bonus of 8 (2 dice over the standard, times 4 points for each dice) which is added to the Master score to move across the board. Another player with a standard of 3 throws 4 dice and correctly calls out the answer. They achieve a bonus of 4 (1 dice over the standard) which is added to the Master score to move across the board.

Alternatively players might want a variable bonus related to the number of dice thrown. This recognises the bigger challenge as you move higher up

Example: A bonus relating to the number of dice thrown. A player with a standard of 3 who throws 4 dice and correctly calls out the answer will achieve a bonus of 4 (one dice over the Standard and they have thrown 4 dice). Another player with a standard of 4 who throws 5 dice and correctly calls out the answer will achieve a bonus of 5 (one dice over the Standard and they have thrown 5 dice)

The bonus is also a great way to bridge the gap between players just moving up a Standard and those who have been at that level for some time. For example if a player has been playing at a Standard of 3 for some time and is on the verge of moving up to 4, they might be more comfortable going for the bonus than a player who has only just moved up from a Standard of 2. To bridge the gap players can agree to a different bonus.

Example: A player operating at a Standard of 3 for some time might have a bonus of 3, whilst a player just moving up from a Standard of 2 might have a bonus of 6

For a player with a fixed dice to earn a bonus they must throw both dice (i.e. nothing fixed) as that is their next step up.

Option 4: Agree a penalty for incorrect answers

Players can agree that the Master score is not only used to move forward but also as a penalty for failing to provide a correct answer in the agreed time. In other words, if a player gets the answer wrong they move back by the Master score. It's great for a competition, but we wouldn't recommend this option if you are trying to develop and improve your numeracy because it is important players are encouraged to challenge themselves harder rather than be penalised.

Option 5: Agree any time limits

The game comes with a 30 second timer. We recommend 30 seconds as the maximum time available for each player to provide the correct answer – however unless it's very competitive we'd always suggest a little discretion and give slightly longer or turn the timer twice if it gives the player a slightly better chance of getting to the answer.

Option 6: Agree when to act on the chance cards

Chance cards add an element of fun and unpredictability to the game. The pack consists of 8 different types of cards, each appearing a number of times.

To start with, we suggest chance card instructions are acted on immediately and before the turn passes to the next player. However, if players want to add a strategic element to the game, they can

decide when to use the chance cards. Under this option the player turning the card keeps the instructions secret from the other players. On a future turn, if they provide the correct answer, they can then act one or more of their saved chance cards.

Example: A player answers correctly and moves 5 squares to a Plyt square. The card instructions are “move forward by the Master score”. The player decides to retain it for future use in the hope that they will throw a higher Master score on a subsequent turn.

If a player turns a card that cannot be acted upon at the time of turning they can return it to the card deck if they wish or they can keep it for future use. All cards must have been used before entering the Winner square. No player can enter the Winner square using a chance card or if they still hold a chance card.

Example: A player has retained a “move forward by the Master score” card and is 20 squares from the Winner square. On their next turn, the player correctly provides the answer when the Master score is 11 and moves 11 squares forward. However the chance card cannot be used at that time because it would take the player into the Winner square and instead it must be retained for use on a subsequent turn.

Example: A player has retained a “move forward by the Master score” card and is 5 squares from the Winner square. On their next turn, the player correctly answers when the Master score is 8. The player cannot now move because 8 would take them into the Winner square and they would still have an unused chance card. The player will remain where they are and hope that their next turn presents them with an opportunity to use the card and move.

There are a few general rules we think work best when playing with the chance cards:

If the card refers to the Master score it is only the number shown on the Master dice – it does NOT include any bonus.

Example: A player provides the correct answer and moves a total of 13 squares made up from a Master score of 5 plus a bonus of 8. The result is that they land on a Plyt square. If the card instructions are “move forward by the Master score” then the player will move forward 5 squares.

If as a result of acting on a Plyt card, the player or opponent lands on another Plyt square, then another chance card must be turned and those instructions followed.

If a player lands on a Plyt square and turns a card that cannot be acted upon at that time, the player can ignore that card, place it at the bottom of the pile and select another from the top. This continues until the player turns a card that can be acted upon.

No player can enter the winner square using a chance card.

Example: A player lands on Plyt square 101 and turns over “go up a level”. Acting on this card would take them into the winner square which is not allowed so they must instead turn another card.

Example: The first player on the board lands on Plyt square 12 and turns over “move another player back by the master score”. As there are no other players on the board, it cannot be acted upon so they must instead turn another card. However if the card had stated “move another player forward by the master score” then it would have been possible to bring a player onto the board in which case the card could have been used.

If a card containing the words “up a level” or “down a level” is turned over the player must move to a square on the next level up or down the trail. The square that is moved to must be touching the Plyt square that the piece is currently on.

Example: A player landing on Plyt square 27 could move up a level to squares 61 or 62 as they are all touching 27. Similarly a player landing on Plyt square 77 could move down a level to 45, 46 or 47

Players cannot be taken off the board by the action of a card, however players can be brought onto the board.

Example: If a player landing on Plyt square 6 is instructed to move an opponent up a level, they can choose to bring a player who is currently off the board onto square number 1. Alternatively if a player landing on Plyt square 21 is instructed to move an opponent down a level and all players are still on the lowest level, that card cannot be acted upon and the player should return it to the bottom of the pile and take another from the top.

You can choose to play without the cards or remove certain types of cards if you wish.

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