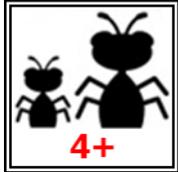




NumBugz[®] Rules



Snakez

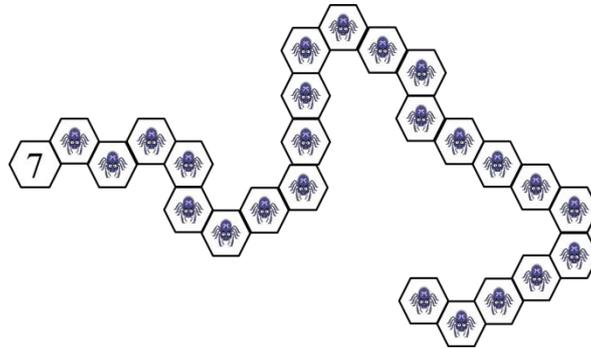


Snakez offers a number of quick fun games (see options) that are ideal for children starting out with numbers

Aim of the game: To create the longest snake

Players: Can be played by 1 to 6 people

Starting the basic game: Each player takes a complete set of Bugz and randomly places them, Bug face up, touching each other in a connected line. Each player flips over the first Bug in their line and the player with the highest number goes first.



Playing the Game: On your turn, guess whether the next Bug in your line is higher or lower than the previous one. Once you have shouted out your guess, flip it over and if your guess is correct, it adds to your snake and you carry on to guess the next Bug – and continue until you guess incorrectly. As soon as you guess incorrectly, your turn ends - count the number of correctly turned Bugz in your snake and move them to one side. Play moves onto the next player.

On your next turn attempt to create a new snake (starting from the last Bug you turned) - that you hope to grow longer than your existing ones. Only your longest snake counts. A PLYT Bug is either 13 or 1 but you have to state which number you are using.

Tip: To help very young players – take a spare set of Bugz, turn them number face up and put them in order from 1 to 12 as a reference number line.

Winning the game: When all the Bugz have been turned, the player with the longest snake wins the game.

Alternatively: Instead of a set of Bugz for each player, create one long snake of randomly mixed Bugz, for all players to take turns on. Players keep all correctly guessed Bugz and the winner is the player who has collected the most Bugz when the long snake has been used.



Options: Speed Snakez allows you to play Snakez with different functions: Rather than predicting higher or lower you can ask players to work out answers using the following functions against the clock. The object is to shout out as many correct answers as possible within one turn of the timer. The player with the most correct Bugz in their snake wins the game. There are many different functions you can use:

- Differences: Using the same higher or lower function but when the new Bug is turned you must shout out the difference between it and the previous number (e.g. the face Bug is 4 and you shout "Higher", a 9 is turned and you must correctly shout 5 as the difference between 9 and 4)
- Bondz: Turn the NumBugz one at a time and the player must shout out the corresponding number bond to 10 or 20. (e.g. if the Bug turned is a 4, the player must shout out 6, if the next Bug is a 12, they must shout out an 8)
- Addition: Turn the first two NumBugz and the player must shout out the total (e.g. if the first two Bugz are 7 and 5, the player shouts out 12). When they shout out correctly, turn the next Bug over and answer again (e.g. if the new Bug is a 6, then they are to add 5, from the previous turn, to 6 and call out 11)
- Fixed Multiplication to practice a specific times table: Choose a times table to focus on, turn one Bug at a time and ask the player to shout out the answer (e.g. you choose to concentrate on 6 times tables and the first Bug turned is a 5, the player must shout out 30, then the next Bug turned is an 11 and they shout out 66).
- Free Multiplication: Turn the first two NumBugz and the player must shout out the multiplication (e.g. if the first two Bugz are 7 and 5, the player shouts out 35). When they shout out correctly, turn the next Bug over and answer again (e.g. if the new Bug is a 6, then they are to multiply 5, from the previous turn, to 6 and call out 30)

Players of different ages and abilities can all participate in the same game but at their own level. So a young player doing Bondz, could play against a player doing Addition and a player doing free multiplication.

Whilst Speed Snakez is competitive between the players, the main aim is for players to continue to improve and beat their own highest score.

Please also find videos on www.plyt.co.uk for how to play