



Mammoth Maths

Solve the maths problems to collect stone rings on your mammoth's trunk, then race back to the cave to win the game!

Contents

- 1 jigsaw playing board
- 30 stone ring cards
- 1 bone number line
- 4 cave-person playing pieces
- 4 character stands
- 4 two-piece mammoths
- 1 dice
- 1 feather card
- 1 magic torch viewer

Setting up the game

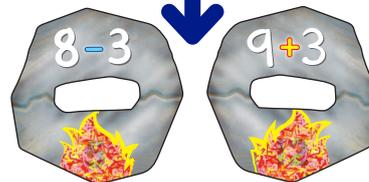
Assemble the board and slot together the 3D mammoths.



Choose a mammoth and matching coloured cave-person. Insert the cave-person into the matching character stand and **put it on the cave** start space.

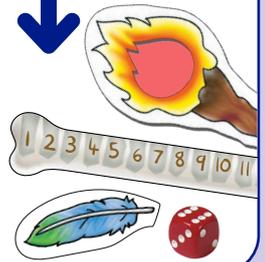


Each player takes four stone ring cards* and spreads them in front of them.
Note: Darker stone cards are more difficult. Any spare cards are put to one side.



*Punch out and discard the middles of the stone ring cards.

Put the feather, number line, viewer and dice where everyone can reach them.



How to use the number line

Place a finger on the first number, then count up or down the number you wish to add or subtract.



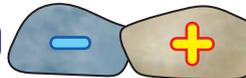
1 To play

The youngest player starts.
Roll the dice and move that number of spaces, **following the arrows**.

During the game, you will lap the board several times to collect all your stone cards.



2 If you land on a plus or minus



If you land on a plus or a minus, look at the **corresponding side** of your double-sided stone cards and choose a problem to work out. Say the answer out loud, then use the magic torch viewer to reveal the answer.

If you are correct, place the card onto your mammoth's trunk.

If you are incorrect, return the card to the table in front of you.

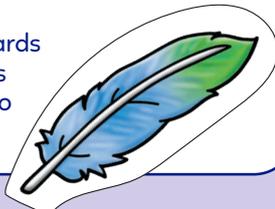
Play passes to the next player.



3 If you land on a feather

If you land on a feather, pick up the feather card. Choose another player and tickle their mammoth's trunk to make it sneeze! Shout 'Aaachoo!' and remove **one** of the stone cards from their trunk, placing it back in front of that player.

If no one has any cards on their mammoth's trunk, play passes to the next player.



4 Return to the cave

Once you have collected all four stone ring cards, make your way back to the cave.

But watch out! Another player might make your mammoth sneeze on your way.



5 The winner

The winner is the first player to get back to the cave with four cards on their mammoth's trunk. You do not have to roll the exact number to reach the cave.

For a longer or shorter game, change the amount of stone cards taken by the players at the start.