

CHECK MATH[®]

THE STRATEGIC GAME OF FACTORS AND MULTIPLES!

INSTRUCTION GUIDE

CONTENTS

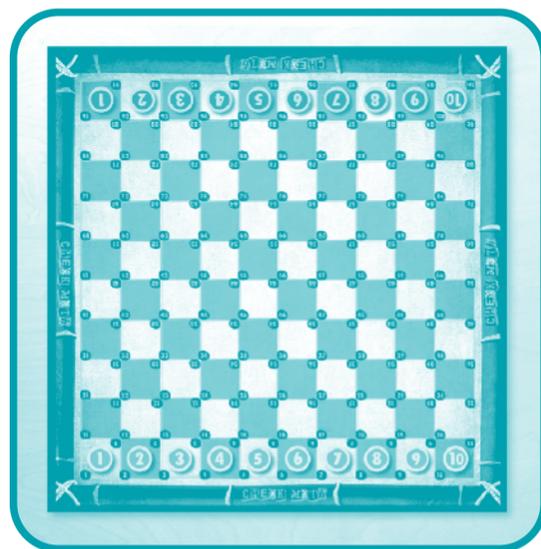
- Game Board
- 20 checkers in two colors
- Instructions

OBJECT OF THE GAME

Capture all 10 of your opponent's checkers to win the game.

SETTING UP

- The player with the orange checkers should sit in front of the 1-10 side of the board. Green sits in front of the 91-100 side.
- Place orange checker number 1 on space 1, orange checker number 2 on space 2, and so on until all 10 orange checkers are lined up on the first row of the board.
- Place green checker number 1 on space 91, green checker number 2 on space 92, and so on until all 10 green checkers are lined up on the last row of the board.
- All 20 checkers start with the crown side face down.



HOW TO PLAY CHECK MATH[®]

- 1 Green plays first.
- 2 Each player takes turns moving 1 checker forward onto the next row. Checkers may only be moved onto a multiple of the checker being moved. Need help with multiples? See the chart at the end of this guide.

For example, Green might choose to move the green 3 forward. It can be moved onto 81, 84, 87, or 90.

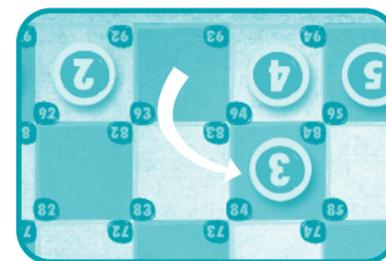
Then, Orange might choose to move the orange 7 forward. The 7 checker can only be moved onto space 14 in the next row.

- 3 If a player can move onto a space occupied by another player's checker, it can be captured.

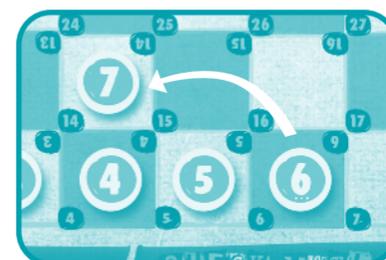
For example, there is a green 6 checker on space 54 and Orange moves a 2 checker onto space 42 (because 42 is a multiple of 6) and captures the orange 2.

- 4 If a checker gets all the way to the other side of the board, it is *crowned*. Flip the checker over so the crown side is showing. Crowned checkers are permitted to move forward or backward on the board.

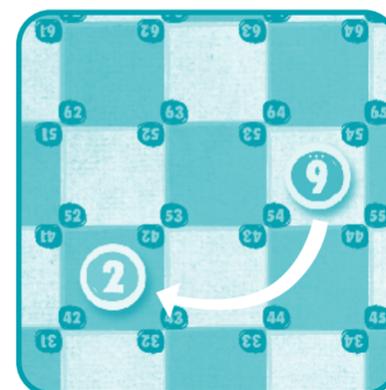
Note: Crowned checkers are still only permitted to move 1 row at a time and must always be placed on a multiple of the checker's number.



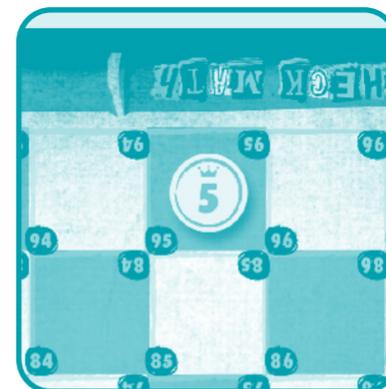
Green 3 moves forward.



Orange 7 moves forward.



Green 6 captures orange 2.



Orange 5 is crowned.

WINNING THE GAME

Capture all 10 of your opponent's checkers to win the game. If neither person can capture all of his/her opponent's checkers, then the game is a draw.

STRATEGY TIPS

- Before moving, pay close attention to which of your opponent's checkers are two rows ahead. Think about the multiples of your opponent's checkers and avoid putting your checker onto one of those multiples.
- Your 1 checker is the most valuable because 1 divides evenly into every number so 1 can move anywhere on the board.

MULTIPLES OF THE NUMBERS 1-10

Number	Multiples of the Number
1	all numbers
2	all even numbers
3	3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48, 51, 54, 57, 60, 63, 66, 69, 72, 75, 78, 81, 84, 87, 90, 93, 96, 99
4	4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52, 56, 60, 64, 68, 72, 76, 80, 84, 88, 92, 96, 100
5	all numbers that end in 0 or 5
6	6, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72, 78, 84, 90, 96
7	7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98
8	8, 16, 24, 32, 40, 48, 56, 64, 72, 80, 88, 96
9	9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 99
10	all numbers that end in 0

WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.

© Barbara Davis. All Rights Reserved.
Package & board design © Educational Insights, Inc., Gardena, CA (U.S.A.).
All rights reserved. Learning Resources Ltd., King's Lynn, Norfolk (U.K.).
Please retain this information. Made in China.
Original version of CHECKMATH[®] developed and manufactured by KenHoward.com
www.EducationalInsights.com



Find us on
Facebook
www.Facebook.com/EducationalInsights
Facebook is a registered trademark of Facebook, Inc.

Tell us what you think!
Your opinion counts. Visit us online at
www.EducationalInsights.com
to review this product.
Engage Minds, Inspire Discovery.™

EI-8450
2 PLAYERS
GRADES | AGES
3+ | 8+

