MADMATH™   2-4 PLAYERS

Rules:

	1	2	3	4	5	6	7	8	9	
1	1	2	3	4	5	6	7	8	9	
2	2	4	6	8	10	12	14	16	18	
3	3	6	9	12	15	18	21	24	27	
4	4	8	12	●	20	24	28	32	36	
5	5	10	15	20	●	30	35	40	45	
6	6	12	18	24	30	●	42	48	54	
7	7	14	21	28	35	42	49	56	63	
8	8	16	24	32	40	48	56	64	72	
9	9	18	27	36	45	54	63	72	81	

The object of the game

By rolling the dice, you must place 3 pawns in a row on three adjoining squares, horizontally, vertically or diagonally. The game may be played in one or more rounds.

Start playing by following these 6 steps:

1) Each player chooses 4 colored pawns.

2) Determine who will start. The player who rolls the highest number starts.

3) Throw both dice to place your first pawn. Each dice corresponds to a horizontal or a vertical row indicated by numbered triangles. At the intersection of these two rows you have to place your pawn (the result of the multiplication of both dice or *the sum on the addition board*).
- If you roll a 0, you lose your turn.
- If you play doubles you place your pawn and play again by throwing one or both of the dice.

4) The player to the left continues the game; he may either throw one or both of the dice to position his pawn. Do not forget this advice: watch your opponents' dice and keep any number that could benefit you.
- When you roll the dice, If all intersections are taken, you lose your turn and it's the next player's turn to roll the dice.

5) When all 4 pawns have been positioned on the board, a player must, at his turn, move one of his pawns to the intersection indicated by the dice.

6) When a player places three aligned pawns (on adjoining squares), the round is finished and the game ends for junior players. For Intermediate and expert levels, players must count their points. Intermediate level; at the end of each round, only the winning player adds to his points the numbers indicated under his three aligned pawns. The first player to exceed 200 points wins! Expert level; the player who has placed three pawns in a row, counts first; he totals the numbers indicated under the three aligned pawns. All the other players must subtract from their points the highest number indicated under their pawns. If a player has no points, he does not have to subtract. No player may have less then 0 points. Play until one player wins by exceeding 200 points. (If you have 4 pawns in a row, select three for counting.)