

Quick Start Instructions

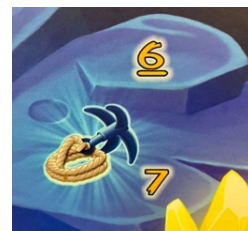
Math Path Monster (2-4 players) (a co-operative game where you all work together!)

Setup:

- Lay the **gameboard** in the centre of the play area. Place the **Math Monster** and **one explorer per player** at the Monster's den. (For shorter game, use 1 explorer)
- Note the path from the den to the entrance of the cave where your explorers are trying to get before the Monster! The Monster and explorers will land on numbers on the board depending on math equations you make for them!
- Shuffle the **power cards** and place them face-down in a stack next to the board.
 - For a 1 or 2 player game, first remove the "move twice" power cards.

How to Play:

- Decide who will go first and give this player all **4 dice** and **both math boards**.
 - On your turn, **roll all 4 dice**. Then all together work on **2 equations** using **2 dice each**. **The + or - side of the explorer math board can be used for one or both equations**. Watch out for where power spaces are as well! Try to make equations to move your explorer as far as possible and the Monster as little as possible!
 - **Using 2 dice and the + or - equation** for an **explorer**, move it to the next space with the resulting number from your equation. Say your equation out loud!
 - Then using **the other 2 dice and the + or - equation**, do this for the **Monster**.
 - If an explorer or the Monster lands on a **power space with a rope**, draw a **power card**. Use it immediately and then discard it. Power cards can be used to move **any** explorer, not just the one on the power space.
 - **Move Once:** Move to the next space shown on the card.
 - **Move Twice:** Move to the first space shown on the card. Then move the same pawn to the second space shown.
 - **Stop the Monster:** Skip the Math Monster's turn.
 - If any pawn lands on a space with a bridge, move them across the bridge.
 - If an explorer and the Math Monster land on the same space, begin a **dice battle!**
 - Roll all 4 dice and add up the numbers. The sum is the **explorer's score**.
 - Roll the dice again and add up the numbers. This is the **monster's score**.
- The highest score wins! If there is a tie, reroll until there is a winner. The **winner draws 2 power cards** and uses them in order.



Game End: If all explorers get to the entrance before the Math Monster, you all win!