

**Fraction Alley**      Dimension 2000  
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**Game Rules**  
**Banker/ Judge/ Monitor:** 1 student  
**Players A and B:** 2 students  
**Game Pieces:** Players A and B choose triangle, square, or circle  
**Starting Point:** 0 (each player)  
**Moving Game Piece:** Player generates a fraction or mixed number by turning up 2 or 3 cards from the appropriate stacks. Player advances game piece a number of spaces equal to the fraction or mixed number.  
**Earning Money:** Where the game piece lands determines the problem number. Player must answer the corresponding decimal-valued question correctly to earn the color-coded dollar amount or \$100 if their game piece is *on* a white square (not its edge).  
**Penalty:** Questions answered incorrectly result in the player's game piece moving backward the color-coded back-track value.  
**Winning:** When either player's game piece moves beyond 34, or when time is called, the player with the most money wins the game.

**GREEN: \$20    BACK TRACK: 5 INCHES**

**RED: \$50    BACK TRACK: 10"**

**BLUE: \$10    BACK TRACK: 3"**

**YELLOW: \$5    BACK TRACK: 1 INCH**

AND COLLECT \$100

2  
3  
4

12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1

Start →

Finish ←

PLAYER ONE

PLAYER TWO