

GREEN: \$20 BACK TRACK: 5 INCHES

Fraction Alley

Dimension 2000
© 2002; 2005

Game Rules

Banker/ Judge/ Monitor: 1 student

Players A and B: 2 students

Game Pieces: 1 player triangle, 1 player square

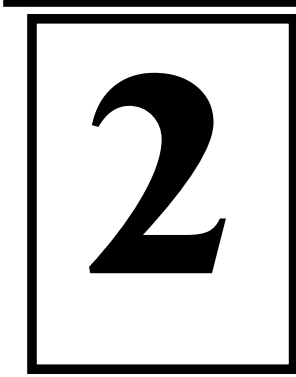
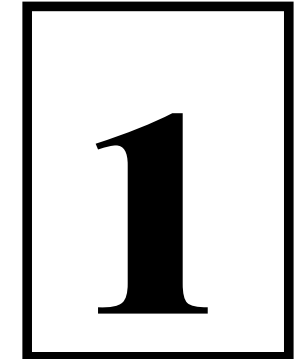
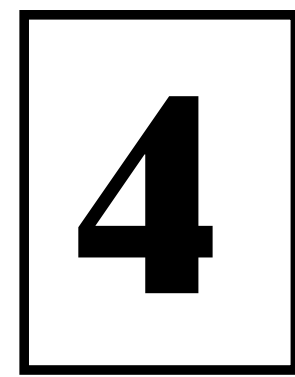
Starting Point: 0 (each player)

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.

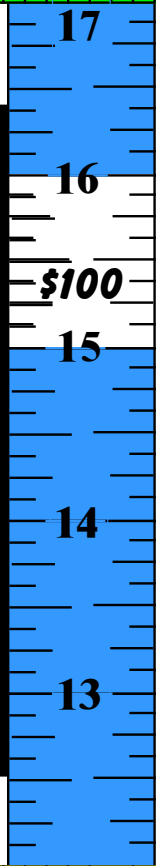
Earning Money: Where the game piece lands determines the problem number. Player must answer the corresponding decimal-valued question correctly to earn the color-coded dollar amount or \$100 if their game piece is *on* a white square (not its edge).

Penalty: Questions answered incorrectly result in the player's game piece moving backward the color-coded back-track value.

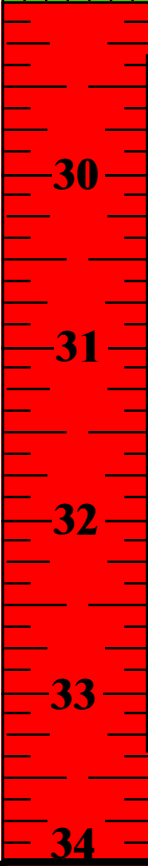
Winning: When either player's game piece moves beyond 34, the player with the most money wins the game.



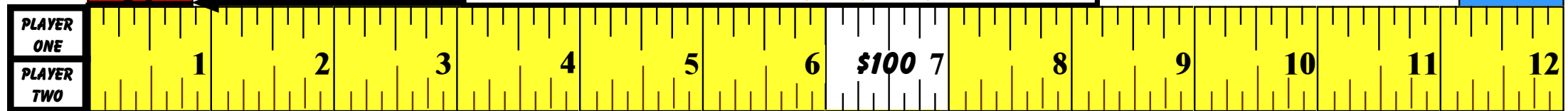
BLUE: \$10 BACK TRACK: 3"



RED: \$50 BACK TRACK: 10"



Finish AND COLLECT \$100 **YELLOW: \$5 BACK TRACK: 1 INCH**



Start ↓

PLAYER ONE
PLAYER TWO