

Fraction Alley

Dimension 2000
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Game Rules

Banker/ Judge/ Monitor: 1 student
Players A and B: 2 students
Game Pieces: Each player will use a triangle, circle, or 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, 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

START →

→ **Finish** AND COLLECT \$100

PLAYER ONE
PLAYER TWO

1 2 3 4 5 6 \$100 7 8 9 10 11 12

29 28 27 26 25 \$100 24 23 22 21 20 19 18

30 31 32 33 34

17 16 \$100 15 14 13

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