



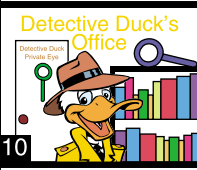







Muskrat Math Game



	1 Decimal Drive	2 Pi Place	3 Algebra Ave.	4 Go to Detective Duck's Office	5 Remainder Rd.	6 Geometry Hwy.	7 Ollie's Key  FREE PASS																																			
31 Dividend Way	<p>TO WIN: The first player to go around the board and land on the "MMC Clubhouse" wins. If you pass the "Clubhouse" space, you must go all the way around the board again.</p> <p>TO PLAY:</p> <ol style="list-style-type: none"> 1. Players take turns in alphabetical order, by first name. 2. Each player begins by putting his/her marker at the "MMC Clubhouse" and selecting one of the MATH PROBLEMS. 3. Solve the math problem on another sheet of paper to find out how many spaces you will advance. (Each problem can be used only one time per game.) 4. If you land in "Ollie's Cave" you lose a turn. However, if you have previously landed on the "FREE PASS" space, you have "Ollie's Key" and can exit the cave without losing a turn. 					8 Eloise and her dogs take you for a walk! Advance six spaces. 																																				
30 The Alps 	<ol style="list-style-type: none"> 1. Players take turns in alphabetical order, by first name. 2. Each player begins by putting his/her marker at the "MMC Clubhouse" and selecting one of the MATH PROBLEMS. 3. Solve the math problem on another sheet of paper to find out how many spaces you will advance. (Each problem can be used only one time per game.) 4. If you land in "Ollie's Cave" you lose a turn. However, if you have previously landed on the "FREE PASS" space, you have "Ollie's Key" and can exit the cave without losing a turn. 					9 Angle Avenue																																				
29 Fraction Blvd.	<ol style="list-style-type: none"> 1. Players take turns in alphabetical order, by first name. 2. Each player begins by putting his/her marker at the "MMC Clubhouse" and selecting one of the MATH PROBLEMS. 3. Solve the math problem on another sheet of paper to find out how many spaces you will advance. (Each problem can be used only one time per game.) 4. If you land in "Ollie's Cave" you lose a turn. However, if you have previously landed on the "FREE PASS" space, you have "Ollie's Key" and can exit the cave without losing a turn. 																																									
28 Go back to Product Place	<h2 style="text-align: center;">MATH PROBLEMS</h2> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;">$2 - 1 =$</td> <td style="width: 33%;">$10 - 0 =$</td> <td style="width: 33%;">$6 + 3 =$</td> </tr> <tr> <td>$8 - 0 =$</td> <td>$5 + 2 =$</td> <td>$10 - 4 =$</td> </tr> <tr> <td>$4 + 1 =$</td> <td>$9 - 5 =$</td> <td>$1 + 2 =$</td> </tr> <tr> <td>$5 - 3 =$</td> <td>$0 + 1 =$</td> <td>$4 + 2 =$</td> </tr> <tr> <td>$10 - 5 =$</td> <td>$1 + 3 =$</td> <td>$8 - 5 =$</td> </tr> <tr> <td>$1 + 1 =$</td> <td>$4 - 3 =$</td> <td>$9 + 1 =$</td> </tr> <tr> <td>$5 + 4 =$</td> <td>$10 - 2 =$</td> <td>$3 + 4 =$</td> </tr> <tr> <td>$7 - 1 =$</td> <td>$3 + 2 =$</td> <td>$10 - 6 =$</td> </tr> <tr> <td>$4 + 4 =$</td> <td>$7 - 0 =$</td> <td>$2 + 4 =$</td> </tr> <tr> <td>$8 - 3 =$</td> <td>$2 + 2 =$</td> <td>$7 - 4 =$</td> </tr> <tr> <td>$3 - 1 =$</td> <td>$10 - 1 =$</td> <td>$6 + 4 =$</td> </tr> <tr> <td>$6 - 5 =$</td> <td>$8 - 6 =$</td> <td>$0 + 3 =$</td> </tr> </table>					$2 - 1 =$	$10 - 0 =$	$6 + 3 =$	$8 - 0 =$	$5 + 2 =$	$10 - 4 =$	$4 + 1 =$	$9 - 5 =$	$1 + 2 =$	$5 - 3 =$	$0 + 1 =$	$4 + 2 =$	$10 - 5 =$	$1 + 3 =$	$8 - 5 =$	$1 + 1 =$	$4 - 3 =$	$9 + 1 =$	$5 + 4 =$	$10 - 2 =$	$3 + 4 =$	$7 - 1 =$	$3 + 2 =$	$10 - 6 =$	$4 + 4 =$	$7 - 0 =$	$2 + 4 =$	$8 - 3 =$	$2 + 2 =$	$7 - 4 =$	$3 - 1 =$	$10 - 1 =$	$6 + 4 =$	$6 - 5 =$	$8 - 6 =$	$0 + 3 =$	10 Subtraction St.
$2 - 1 =$	$10 - 0 =$	$6 + 3 =$																																								
$8 - 0 =$	$5 + 2 =$	$10 - 4 =$																																								
$4 + 1 =$	$9 - 5 =$	$1 + 2 =$																																								
$5 - 3 =$	$0 + 1 =$	$4 + 2 =$																																								
$10 - 5 =$	$1 + 3 =$	$8 - 5 =$																																								
$1 + 1 =$	$4 - 3 =$	$9 + 1 =$																																								
$5 + 4 =$	$10 - 2 =$	$3 + 4 =$																																								
$7 - 1 =$	$3 + 2 =$	$10 - 6 =$																																								
$4 + 4 =$	$7 - 0 =$	$2 + 4 =$																																								
$8 - 3 =$	$2 + 2 =$	$7 - 4 =$																																								
$3 - 1 =$	$10 - 1 =$	$6 + 4 =$																																								
$6 - 5 =$	$8 - 6 =$	$0 + 3 =$																																								
27 Tens Place	<ol style="list-style-type: none"> 1. Players take turns in alphabetical order, by first name. 2. Each player begins by putting his/her marker at the "MMC Clubhouse" and selecting one of the MATH PROBLEMS. 3. Solve the math problem on another sheet of paper to find out how many spaces you will advance. (Each problem can be used only one time per game.) 4. If you land in "Ollie's Cave" you lose a turn. However, if you have previously landed on the "FREE PASS" space, you have "Ollie's Key" and can exit the cave without losing a turn. 					11 Go back to Remainder Road																																				
26 Ride the train with Goldentail. Advance five spaces! 	<ol style="list-style-type: none"> 1. Players take turns in alphabetical order, by first name. 2. Each player begins by putting his/her marker at the "MMC Clubhouse" and selecting one of the MATH PROBLEMS. 3. Solve the math problem on another sheet of paper to find out how many spaces you will advance. (Each problem can be used only one time per game.) 4. If you land in "Ollie's Cave" you lose a turn. However, if you have previously landed on the "FREE PASS" space, you have "Ollie's Key" and can exit the cave without losing a turn. 					13 Sum Avenue																																				
25 Calculus Rd.	<ol style="list-style-type: none"> 1. Players take turns in alphabetical order, by first name. 2. Each player begins by putting his/her marker at the "MMC Clubhouse" and selecting one of the MATH PROBLEMS. 3. Solve the math problem on another sheet of paper to find out how many spaces you will advance. (Each problem can be used only one time per game.) 4. If you land in "Ollie's Cave" you lose a turn. However, if you have previously landed on the "FREE PASS" space, you have "Ollie's Key" and can exit the cave without losing a turn. 					14 Difference Dr.																																				
24 Hollie's Law Office 	<ol style="list-style-type: none"> 1. Players take turns in alphabetical order, by first name. 2. Each player begins by putting his/her marker at the "MMC Clubhouse" and selecting one of the MATH PROBLEMS. 3. Solve the math problem on another sheet of paper to find out how many spaces you will advance. (Each problem can be used only one time per game.) 4. If you land in "Ollie's Cave" you lose a turn. However, if you have previously landed on the "FREE PASS" space, you have "Ollie's Key" and can exit the cave without losing a turn. 					15 Visit Hollie's Law Office																																				
23 Ollie's Cave 	22 Go to the Alps and visit Minnesota Muskrat	21 Division St.	20 Go back to Subtraction Street	19 Quotient Blvd.	18 Product Place	17 Addition Ave.	16 Ollie's Cave 