

A Quick Guide How To

The first to reach the top wins the game

6. Landing on a PLYT Square

If you land on a PLYT square take a Chance Card from the top of the pile (shuffle the pile before playing) and follow the instructions.

Occasionally you might not be able to use the card turned - you can't take a player off the board, or enter the winner square with a card - in which case put it to the bottom of the pile and take another. If, as a result of the Chance Card, you or another player lands on a PLYT square then follow the same process again.

5. Moving Your Playing Piece

If your answer is correct move forward by the Master score (black dice) + a bonus for every dice you threw more than your standard e.g.

Player 1 throws 3 dice (one higher than their standard)  and adds them, correctly calls 16.

They move forward by 7 (master dice) + 4 (bonus) = 11 spaces

Player 2 throws the master dice (1 red dice fixed on a 6)  and multiplies them, correctly calls 24. They move forward by 4 spaces.

If your answer is incorrect or you run out of time, you stay where you are and do not move forward

4. Taking a Turn

On your turn, decide how many dice to throw. You should throw at least your standard number of dice or more if you want to earn a bonus - e.g. if you are behind you might want to try for a bonus to get back in it.

Once you've decided how many dice to use (including the master dice), throw them into the tray and calculate the answer. Shout out your answer before the 30 sec timer runs out

Check out the website for top tips to help you <http://www.plyt.co.uk/about-us/top-tips/>

3. Decide who starts

Decide what colour playing piece everyone will use and start them off the board next to square 1.

Roll the Master dice (black dice) in the tray to see who starts- the highest score starts & turns move clockwise

2. Choose a Bonus

Choose a Bonus to incentivise players to push themselves out of their comfort zone

e.g. 4 spaces per **additional** dice thrown above their Standard

Players who push themselves harder (with a little help along the way) are more likely to improve quicker so the bonus is a great way of building confidence and moving onto a higher Standard

1. Choose your Standard

Choose a Standard (how many dice you will combine) that reflects the level of ability of each player e.g.

- Player 1 will add 2 dice
- Player 2 will multiply 2 dice with a red dice fixed on 6 (to practice their 6 times table)
- Player 3 will multiply 2 dice
- Player 4 will multiply 4 dice

The ideal Standard for a player is one that is challenging so it's a real test but not too hard. Use Standards as stepping stones where as you improve over time, you aim to move up to a higher Standard.