

# Rules of



PLYT is designed for 2 to 6 players, from ages 4+. It's an easy game to play and there are lots of tips, options and videos at [www.plyt.co.uk](http://www.plyt.co.uk) to help you get the most out of the game.

**Equipment:** PLYT Mountain board, 5\*12-sided red dice, 1\*12-sided black "Master" dice, 1\*30 second timer, 32 PLYT cards, 6 climber game pieces, 1 dice tray

It may be useful to have a calculator on hand to check the correct answers have been provided.

**Mission:** To be the first climber to reach the summit of PLYT Mountain. Giving the correct answer is one thing, but are you prepared to take a risk? Who will you help? Who will you push back?

**Required:** Brains, courage and determination

**Climbing the mountain:** On their turn, players climb PLYT Mountain by combining the dice and shouting out the answer before the time runs out.

**Choosing Your Standard:** A climber's Standard is the number of dice they can comfortably roll and combine so that it's a challenge but not too hard. Your Standard should suit your maths ability and as PLYT is for all ages and abilities each climber in a game may have a different Standard. Here are a few examples:



- Player 1 rolls only the Master dice, **recognises the number** and **counts** the steps
- Player 2 fixes one red dice on 6 and rolls only the Master Dice (to **practice 6 times tables**)
- Player 3 rolls and **adds** 2 dice
- Player 4 rolls and **multiplies 2** dice
- Player 5 rolls and **multiplies 4** dice

**How to move:** Answer correctly to move forward by the number shown on the Master dice (black dice). But get it wrong or run out of time, you stay where you are and the turn moves to the next player.






Rolling more dice than your Standard earns you a **bonus** of 4 extra spaces per additional dice - if you get it right. It's a risk, but players who push themselves harder are more likely to improve quicker, so the bonus is a great way of building confidence and incentivising climbers to move onto a higher Standard – and if you want to provide a bigger incentive to any player, just increase the bonus.

**Start the Climb:** Each player chooses the colour of their climber and rolls the Master dice (black dice). The highest number starts first (off the Mountain next to square 1) and turns move clockwise.

**Take Your Turn:** On your turn decide whether to roll your Standard number of dice or more if you're going for a bonus. When you've decided, roll the dice (one of which must be the black Master dice) into the PLYT tray and shout out your answer before the 30 second timer runs out. e.g.

- Player 2 rolls the master dice (with 1 red dice fixed on a 6)  multiplies them and correctly calls 54. They move forward by 9 (master dice) steps.
- Player 3 rolls 3 dice (one higher than their Standard)  adds them and correctly calls 20. They move forward by 7 (master dice) + 4 (bonus) = 11 steps

**PLYT Check Points:** If you land on one of the PLYT Check Points, turn over the top card from the pile of PLYT cards (shuffled before each game) and follow the instructions.

	Great vantage point ahead - move forward by the Master Score
	Danger on the path ahead - move back by the Master Score
	Follow the compass North - move up a Level
	Falling rocks block the path - move down a level
	Move your own climber unless this symbol appears with any of the actions above – the symbol means choose one of your opponent climbers to move instead

A climber on PLYT Mountain must always be prepared for the unexpected twists of the PLYT cards which mean the result is never certain until the very last throw. A few rules about the PLYT cards:

- If the card refers to the Master score it's only the number shown on the Master dice (black dice) – it does NOT include any bonus
- Moving “up a level” or “down a level” means moving to a square on the next level up or down the mountain trail that is touching the current square (e.g. from 71 to 95 or 96)
- A card can't take a climber off the board
- A card can't be used to enter the Winner square at the summit
- If you can't use the Card you've turned over, then simply take another
- If as a result of the Card, you or another climber land on a PLYT Check Point, then turn another card and follow the instructions again.

### **Winning the game**

The first climber to reach the summit is the Winner.

PLYT is most effective when it's competitive and challenging for everyone. It's as much about challenging yourself as beating your opponents to the summit, so exercise your mind, push yourself out of your comfort zone and feel a great sense of achievement when you get it right – and don't forget to offer a little bit of help when needed.



### **WARNING:**

**CHOKING HAZARD** – Small parts.  
Not for children under 3 years of age.