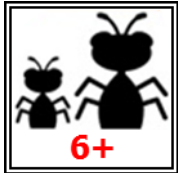




NumBugz[®] Rules



Colonyz



Aim of the game: Be the first to link your full set of Bugz to the Colony

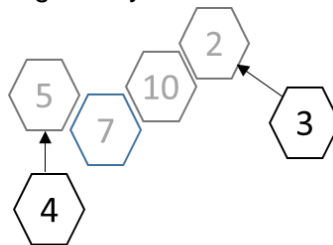
Players: Can be played by 2-6 people

1) Playing the game: All players place a set of 25 Bugz, Bugz face up, in front them. Decide what type of "Calculation" each player will use and how many "Spares" they will have.

Calculation: When Bugz are flipped over onto their number side they are linked to the Colony using a calculation appropriate to each player's age and ability. For example:

- For learning to count use sequencing of + or - 1

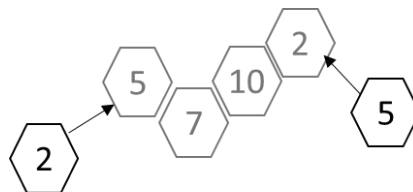
Picture A adding 3 and 4 to the existing colony



A. +/- 1

- For basic addition and subtraction use higher sequencing such as + or -3

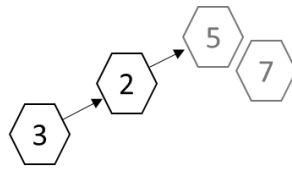
Picture B



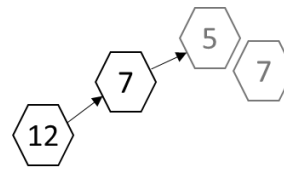
B. +/- 3



- For a more advanced player use a simple one function calculation
Pictures C & D

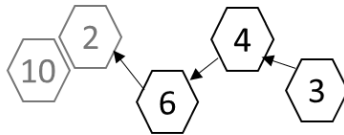


C. $3+2=5$

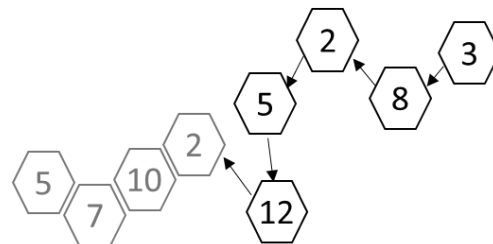


D. $5+7=12$

- As players improve they should move to the full game by using more complex calculations of at least 2 functions – **Picture E** and an even more difficult one in **Picture F**



E. $2 \times 6 = 4 \times 3$

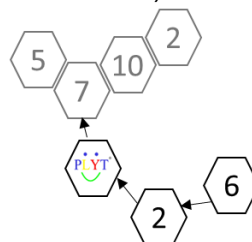


F. $2+12+5=2 \times 8+3$

To allow all ages and abilities to play together, each player can use a different calculation.

Once you have chosen your calculation you must stick with it for the duration of the game and follow these few simple rules:

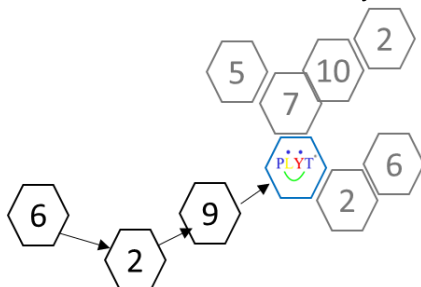
- When linking to the Colony, call out your calculation to let everyone know how you've done it
- You can't multiply by 1 e.g. $6 \times 1 = 2 \times 3$
- You can't use mirror image calculations e.g. $5 + 6 = 6 + 5$
- You must use every number that you touch in the colony once in your calculation, unless you are sequencing. For sequencing you can touch numbers that you don't use – **Picture A**
- A PLYT Bug (the PLYT logo instead of a number) can be any number you choose – **Picture G**.



G. $6 \times 2 = 5 + 7$
PLYT = 5



If another player then links to it on their turn, it can be any number they choose - **Picture H**



$$\text{H. } 6 \div 2 = 12 - 9$$

$$\text{PLYT} = 12$$

Spares: On your turn you choose how many Bugz to flip over – but you must link all of them to the Colony, except your “Spares”, or miss a turn

- A “Spare of 1” means you must link all but 1 of your flipped Bugz to the Colony – if you flip 4 Bugz you must link at least 3 or more to the Colony within the time or all 4 Bugz are flipped back over & returned to your set. If you are able to link 3, only the one unused Spare is flipped back into your set.
- A “Spare of 2” means you must link all but 2 flipped Bugz to the Colony – if you flip 5 Bugz, you must link at least 3 or more to the Colony within the time or all 5 Bugz are flipped back into your set.

The higher your “Spares”, the easier it should be to add to the Colony.

To start the game, all players simultaneously flip 5 Bugz (Spares do not count at the start). The first player able to start the Colony using their chosen calculation and a minimum of 2 Bugz, shouts “Bugz” and puts them down. All unused Bugz are flipped back over and returned to each player’s set. Play then moves clockwise for the next player to take a turn.

2. Taking a Turn: On your turn decide how many Bugz you want to flip. Flip them over, start the timer and try to link them to the Colony before the timer runs out.

3. Winning the game: The first player to move all their Bugz into the Colony wins the game. But it’s not just your ability that matters, it’s how brave you are when choosing how many to flip over. Flip too many and you risk not being able to link any, but flip too few and the other players may Colonyz their Bugz before you.

As you improve try to move to the more advanced calculations.