

Game instructions

„Ten wins“

1. Addition

Material:

- 1 playingfield
- 10 stacking chips of one color
- 4s dice disc
- Original dice with dots

Game preparation

The playing field of the educational game “ten wins” and the original dice are placed on the table. The child receives ten stacking stones of one color and the game is played with the 4s dice disc.

Gameplay step 1)

The child turns the dice disc the numbers facing down, stops it, holds the disc down, turns it over and reads the numbers underneath.

→ For example: The dice result of a one is placed with a stacking stone on the left dice image of the double dice image. It is based in the original dice. After the next spin the result is three three → the child places three more stacking stones on the playing field. Now there is a total of four stacking stones.

Important:

These four stacking stones must be arranged so that they correspond to the cube image of an original cube.

If a four is then rolled, the player must remove one stacking stone from the dice according to the rules.

Who wins the game?

The player who gets the playing field full of stacking stones wins the fame “ten wins”.

Gameplay step 2)

The moves are the same as in the first gameplay step, but in the second gameplay step, each move need to be written down.

→ For example:

First move: $0 + 1 = 1$

Second move: $1 + 3 = 4$

Third move: $4 - 1 = 3$

Who wins the game?

The player who gets the playing field full of stacking stones wins the fame “ten wins”.

Game instructions

“Zero wins”

2. Subtraction

Material:

- 1 playingfield
- 10 stacking chips of one color
- 4s dice disc
- Original dice with dots

Game preparation

The playing field of the educational game “ten wins” and the original dice are placed on the table. The child receives ten stacking stones of one color and the game is played with the 4s dice disc.

Important:

Different than in the first game, the initial situation is that all spaces on the dice are occupied by stacking stones.

Gameplay step 1)

The child turns the dice disc the numbers facing down, stops it, holds the disc down, turns it over and reads the numbers underneath.

→ For example: If you roll a one, remove one stacking tile from the right-hand dice image so that the four corresponds to the number on the original dice.

Important:

If a four is then rolled, the player must add one stacking stone from the dice according to the rules.

Who wins the game?

The player who has no more stacking stones on the playing field wins the game “zero wins”.

Gameplay step 2)

The moves are the same as in the first gameplay step, but in the second gameplay step, each move need to be written down.

→ For example:

First move: $10 - 1 = 9$

Second move: $9 - 3 = 6$

Third move: $6 - 1 = 5$

Who wins the game?

The player who has no more stacking stones on the playing field wins the fame "zero wins".