

# OPERATION SALAMANDER 50

*Operation Salamander is a number game which involves using addition, subtraction and multiplication to make numbers up to 50. It is also a scoring game, with more points being given for making the larger numbers!*

**Age Range:** 3<sup>rd</sup> Grade +

**Number of players:** 2-4

**Learning:**

- Add, subtract and multiply numbers
- Adding up multiples of 10 for scoring

**You will need**

- 2-player game: each player needs a set of 12 counters of their own color.
- 3-player game: each player needs a set of 8 counters of their own color.
- 4-player game: each player needs a set of 6 counters of their own color.
- 3 Dice
- A piece of paper and pencil to score with.

**Instructions**

- Each player starts with a score of zero on their sheet.
- Take turns to throw the dice.
- Use the numbers on the dice and your +, -, x and ÷ skills to make one of the uncovered numbers on the grid. The digits cannot be put together and must all be used separately.
- Cover the square up with one of your counters. Add the score on to you current score.
- If you can't make any number on one of the uncovered squares, you give the dice to the next player.
- The game finishes either when the board is totally covered up, or when one player uses up all their counters. The winner is the player with the highest score.

**Example:**

If you roll a 3, 4, and a 5 you could cover up:

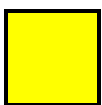
**12** [3 + 4 + 5], **27** [(4 + 5) x 3], **35** [(4 + 3) x 5], **23** [5 x 4 + 3], etc.

**Variations (if you feel like changing the rules)**

- Easier Game: allow numbers to be put together (e.g. with a roll of 2, 3 and 4, you could make 45 by doing 43+2). Some numbers on the board, e.g. 43, 46, 47, and 49 can only be made with this version of the game!
- Allow two counters to be placed on each of the numbers on the grid instead of just one.
- The winner is the first player to reach a given score e.g. 250 points.
- If you wish to develop subtraction skills, start each player with 500 points. Subtract the amount you place your counter on. The winner is the first player to get to zero (or below).

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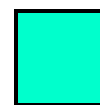
41	42	43	44	45	46	47	48	49	50
31	32	33	34	35	36	37	38	39	40
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10



10 points



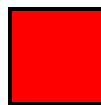
20 points



30 points



50 points



100 points

