**Integer Fire Directions**

1. **General Information**

The age range for this game is for 10+.

This game could be played with 2-5 players.

1. **Objective**

The Objective for this game is to be the first person to cross the finish line.

1. **Materials**

The materials needed for this game are:

* 5 game pieces
* 25 Integer Problem Cards
* Answer Key
* Random Water Cards.
1. **Setup**

- Open up the game board and put it on a flat surface.

- Shuffle the cards and place them face down in two pile (Integer Cards and Random Water Cards).

- Each player will choose a game piece and place it on the START space.

- Each player will roll the die. The player with the highest number will go first.

1. **Gameplay**
* The player will start the game by rolling the die. Whatever number the die lands on, the player will move their game piece that many spaces on the game board.
* Once you move your pawn, your turn is over.
* NOTE: Two or more pawns may be on the same space at the same time.
* Any time a game piece ends its move on a square with a ladder, they cannot climb up to the next square unit you roll the die again. For example, if you end your move on square #13, you cannot move up to square #14.
* If a player lands on a Question Mark or a Water Drop, they are to pick up a car from that deck and follow the following instructions for that card.
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1. **Special Features**

**The Question Mark Card:**

**-** If a player lands on a question mark, they must pick up a question mark card.

**-** The player is given a maximum of 2mins to answer the Math Question on a separate sheet of paper.

**-** The play to the right (If going clockwise) will be the timekeeper and will hold on to the answer key to see if the current player who is going answer is correct.

**-** If the answer is correct, the player can move up one place.

**-** If a player move forward and lands on a question mark, they must wait until it’s their turn again and not roll the die but pick up and integer question card and attempt to answer the question on the card.

**-** If the answer is incorrect, the player must move back two places.

**The Random Water Drop Card**

- If a player lands on a Water Drop, They have to pick up a Random Water Drop Card and preform the action on the card. (Examples: Move forward 3 spaces, Move back to start, Move to level 3 square#14….)

 **7.) How to Win**

- The game is over when one person reaches the finish line first.