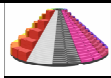


Merry's Gecko Roundup

Game Objective: Merry has more than 70 pet geckos. During the day she lets them roam all over the house, but at night, the geckos need to return to their cage (Treasure Trove). These geckos are pretty fussy. They will go into the cage only if they can do so with their best friend at the exact same time. Most of the best friends have collars with the same number on it. So every time you find a gecko, you have to find its best friend. Six geckos are a little unusual. Their best friends do not have the same number collar. Any of these geckos may be paired with any other "single". Try to find at least 30 pairs of geckos and put them to bed.

Recommended Number of Players: 1 - 4

Ages: 7 - 9



Setup:

- 1) Put staircases in counterclockwise sequence $1x \rightarrow 12x$.
- 2) Place the multiples on the Mountain blank side up on the first 12 steps on staircases $2x \rightarrow 12x$ and remove the tokens off the first step of every staircase. (For a more detailed setup place the multiples on the Mountain blank side up. Then, on the $2x$ staircase remove the numbers 26-60; on the $3x$ staircase remove numbers 39-60; on the $4x$ staircase remove numbers 52-60 off; and the tokens on the first step of every staircase $1x \rightarrow 12x$.) Put the tokens that you removed back into the foam card because you will not need them for the game.
- 3) The tokens represent the numbered collars.

Play:

- 1) Players take turns by pointing to any step on a staircase with a token blank side up and then predicting the collar number of the gecko (the multiplication equation) and then find the gecko's best friend with the same number on the collar.
- 2) You will need to use the commutative property to find the location of the best friend. For the gecko on the 3rd step on the $4x$ staircase, you will find the gecko's best friend on the 4th step of the $3x$ staircase, and the gecko on the 6th step of the $2x$ staircase needs to be paired with the gecko on the 2nd step of the $6x$ staircase (12). The commutative property will also tell you which geckos are singles.
- 3) When players have found the best friends (with the same numbered collar) they have to say where they found them (3rd step on the $5x$ and 5th step on $3x$) as they put them to bed.
- 4) Play continues by the next player pointing to a new step.

5) Players should try to find at least 50 best friends before nightfall.