



## Test Drive Mountain Goat Scramble I or II

- 1) Print this miniature version of our 2D Playground and the Play Right Away Card.
- 2) Find 11 small objects you can use as goats. Small beads work well. Due to the small scale it will be harder to position the goats precisely but you will get an idea how the game will play.
- 3) Go to the Resource page ([www.zillio.com](http://www.zillio.com)) and click on the tutorial for Playing Your 1<sup>st</sup> Game: Mtn Goat Scramble.
- 4) Play along with the tutorial to learn the rules.
- 5) If desired, play a game with other adults. We don't recommend playing with children on the miniature version because the miniature 2D Playground is too small.

# Play Right Away!

## Mountain Goat Scramble I

(collaborative version)

**Setup:** Place one token (any color) blank side up at the bottom of every staircase except the 1x staircase. These tokens are now goats.

**Objective:** Help each goat scramble to the top of his/her own staircase. When a player moves a goat up the last step to reach the top, he/she gets to say what the goat finds to eat there.

### How to Play:

1. One player rolls three dice to calculate possible moves. Then each player (in turn) may:
  - a. use any one of the die and move the goat up one more step on that staircase; or
  - b. Use two dice to calculate the sum or the difference and then move the goat up one more step on that staircase.
  - c. The player may move any goat, even if another player moved the same goat that turn.
2. After all players have taken a turn for each roll of the dice, roll again to create new possible moves.
3. The game is over when all goats have reached the top.



## Mountain Goat Scramble II

(collaborative version)

**Setup:** Place one token (any color) blank side up at the bottom of every staircase except the 1x staircase. These tokens are now goats.

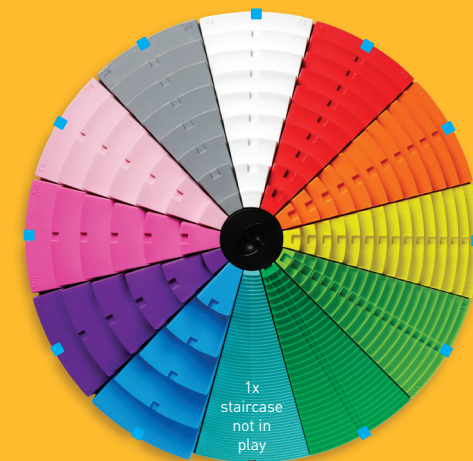
**Objective:** Help each goat scramble to the top of his/her own staircase. When a player moves a goat up the last step to reach the top, he/she gets to say what the goat finds to eat there.

### How to Play:

1. One player rolls three dice to calculate possible moves. Then:
  - a. Each player (in turn) may use any one of the rolled die or a combination of any two of the rolled dice using  $+$ ,  $-$ ,  $\times$ ,  $\div$  to calculate the elevation gain. Each player uses the same roll but he/she decides which of the dice and which operations to use to calculate an elevation gain for his/her turn.
  - b. Each player determines which goats can scramble up that exact elevation gain. Only those goats that can scramble up a number of steps on its staircase exactly equal to that elevation gain can move.
  - c. The player may move any eligible goat up the correct number of steps from its current position, even if another player moved the same goat that turn.
2. After all players have taken a turn for each roll of the dice, roll again to create new possible moves.
3. The game is over when all goats have reached the top.



### How to set up Zillio:



### Direction of travel:



# Play Right Away!

## Sample Moves

### Mountain Goat Scramble II

For example, if a 2, 5, and a 6 were rolled, the possible moves are:

#### Single die 2

→ 1 step on 2x

#### Single die 5

→ 1 step on 5x

#### Single die 6

→ 3 steps on 2x

→ 2 steps on 3x

→ 1 step on 6x

#### Add 2 + 5 = 7

→ 1 step on 7x

#### Add 2 + 6 = 8

→ 4 steps on 2x

→ 2 steps on 4x

→ 1 step on 8x

#### Add 5 + 6 = 11

→ 1 step on 11x

#### Subtract 5 - 2 = 3

→ 1 step on 3x

#### Subtract 6 - 2 = 4

→ 2 steps on 2x

→ 1 step on 4x

#### Multiply 2 x 5 = 10

→ 5 steps on 2x

→ 2 steps on 5x

→ 1 step on 10x

#### Multiply 2 x 6 = 12

→ 6 steps on 2x

→ 4 steps on 3x

→ 3 steps on 4x

→ 2 steps on 6x

→ 1 step on 12x

#### Multiply 5 x 6 = 30

→ 15 steps on 2x

→ 10 steps on 3x

→ 6 steps on 5x

→ 5 steps on 6x

→ 3 steps on 10x

#### Divide 6 ÷ 2 = 3

→ 1 step on 3x



## Sample Moves

### Mountain Goat Scramble I

For example, if a 2, 5, and a 6 were rolled, the possible moves are:

Single die 2 → 1 step on 2x

Single die 5 → 1 step on 5x

Single die 6 → 1 step on 6x

Add 2 + 5 = 7 → 1 step on 7x

Add 2 + 6 = 8 → 1 step on 8x

Add 5 + 6 = 11 → 1 step on 11x

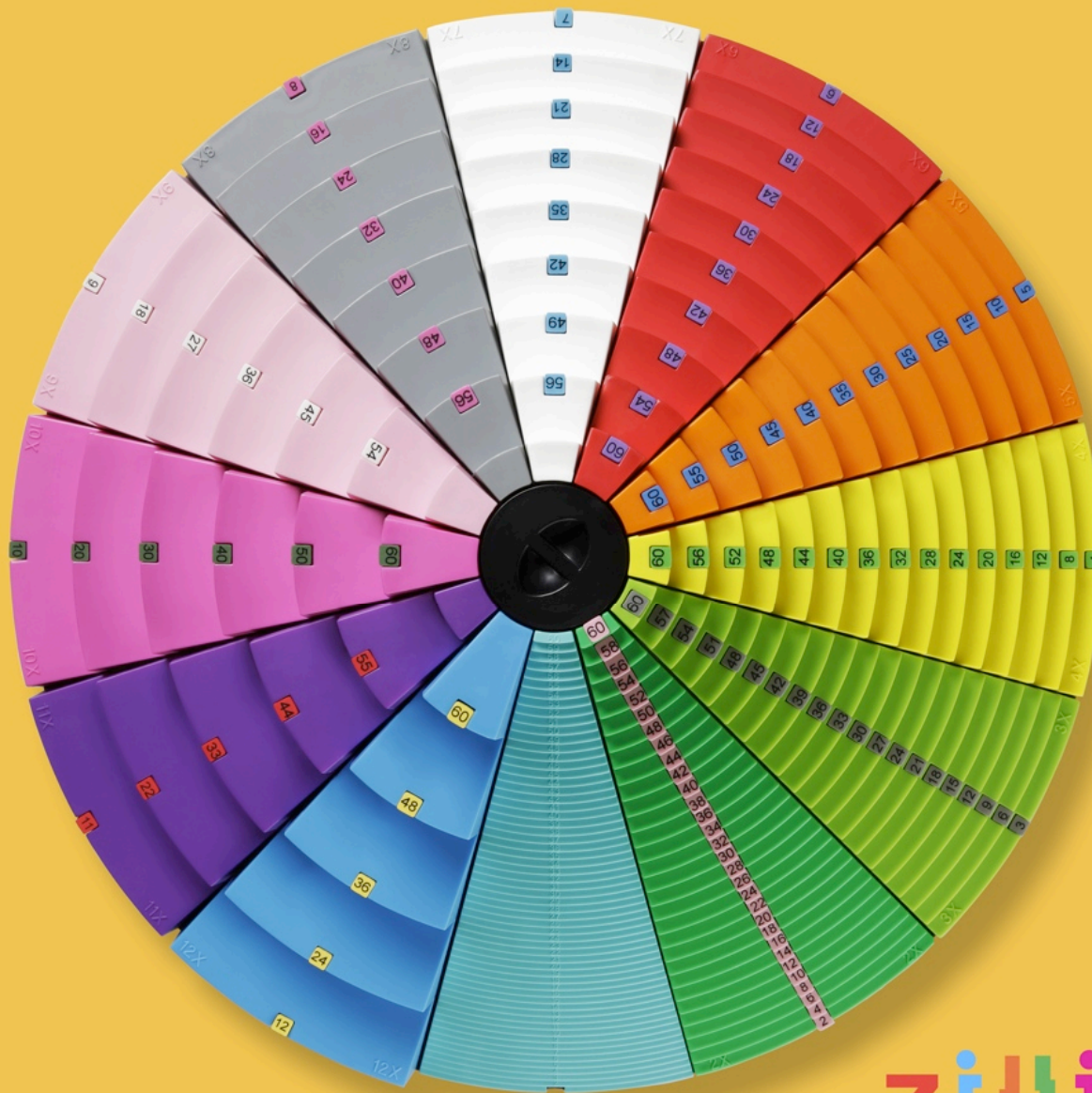
Subtract 5 - 2 = 3 → 1 step on 3x

Subtract 6 - 2 = 4 → 1 step on 4x



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