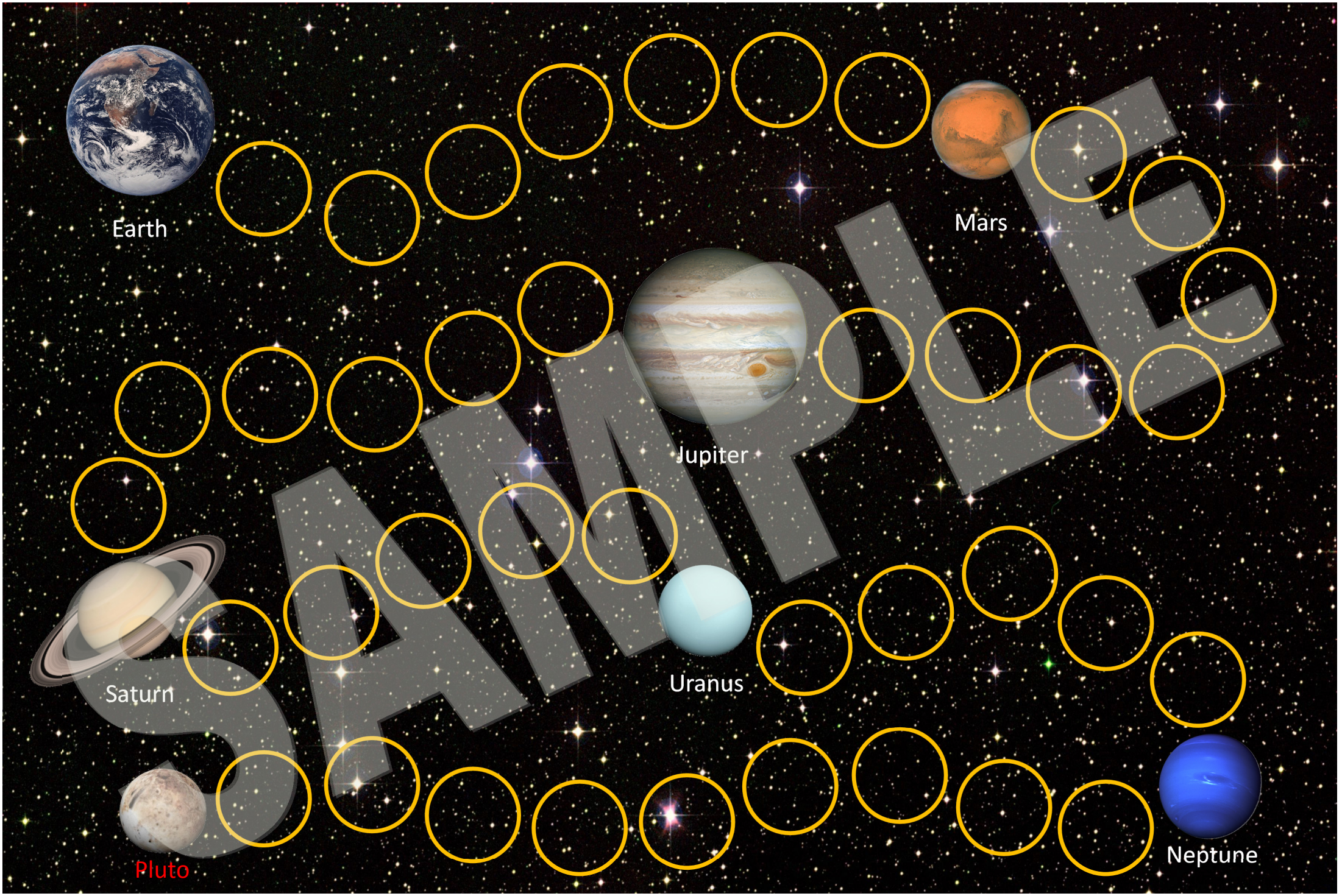


RACE TO PLUTO RULES

Number of players: Two

Aim of the game: To get your spaceship to Pluto first

Equipment:
The "Race to Pluto" board
One rocket counter
One UFO counter
The question cards, cut up and placed in a pile, face down
The action cards, cut up and placed in a pile, face down
One dice

Rules:

1. The youngest player chooses whether they want to be the UFO or the spaceship. Both counters are placed on Earth.

2. Play begins with the youngest player. The other player takes a question card from the pile and reads it. If the youngest player answers incorrectly they forfeit their go. If they answer correctly then they roll the dice. They move forward that number of places.

3. If a player moves onto a planet during their go, they stop moving forward and must take an action card. If the action card applies to them then they must perform the action. If a counter moves onto a planet due to an action being taken, the planet has no effect.

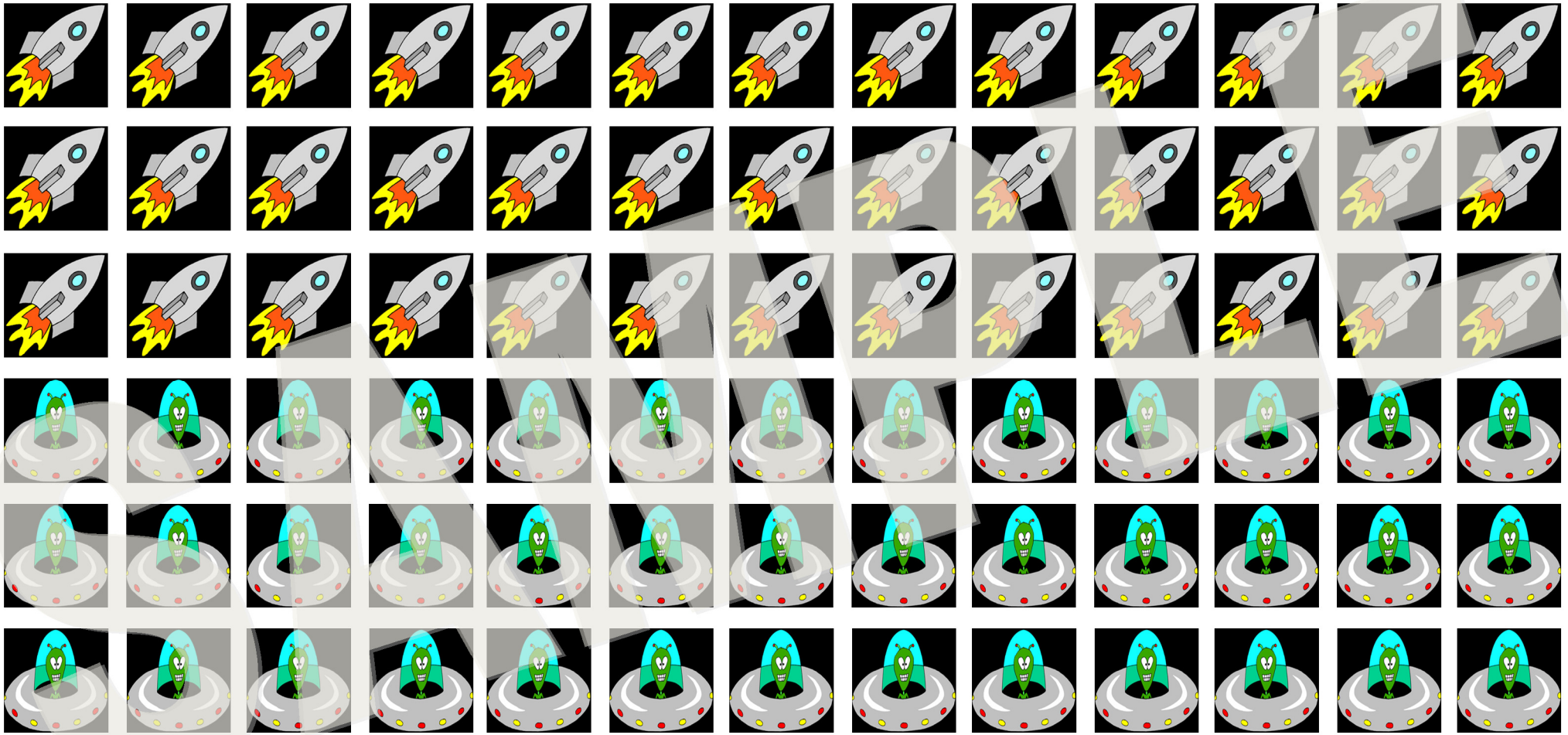
4. Play continues with the players taking it in turns. If the older player is practising their written methods, their move is exactly the same. If, however, they are not practising their written methods they do not have to answer the question. As a forfeit, if they roll a one they miss their go.

5. The game is won when the first counter moves onto Pluto.

RACE TO PLUTO ACTION CARDS

The planet's spaceport has run out of fuel! If you are first to get to this planet then move your opponent forward two places whilst you wait for the fuel.	**The planet's spaceport is closed!** If you are first to get to this planet then move your opponent forward two places whilst you wait for it to open.	**Meteor storm!** If you are first to get to this planet then move your opponent forward three places whilst you wait for the storm to pass.	**Satellite collision!** If you are first to get to this planet then move your opponent forward three places whilst you wait for your ship to be repaired.
Comet fly-by! If you are first to get to this planet then move your opponent forward one place whilst the comet passes by.	**Asteroid field!** If you are first to get to this planet then move your opponent forward one place whilst the field moves out of the way.	**There is a following solar wind!** If you are second to get to this planet then move your counter forward three places and enjoy the breeze!	**Extra solar panel!** If you are second to get to this planet then move your counter forward one place as you feel the power of the new solar panel!
Increased engine power! If you are second to get to this planet then strap yourself in and move your counter forward two places!	**Fuel boost!** If you are second to get to this planet then move your counter forward one place because this new fuel is going to get you there quicker!	**Keep on going!** If you are second to get to this planet then move your counter forward two places since you don't need to stop!	**Added engine!** If you are second to get to this planet then move your counter forward three places since the new engine is making you zoom!

RACE TO PLUTO COUNTERS



DECIMAL MULTIPLICATION

86.7 x 5 =	97.7 x 9 =	67.9 x 4 =	5.53 x 8 =
5 x 7.36 =	89.3 x 6 =	9.46 x 8 =	4.88 x 5 =
9 x 72.4 =	9 x 8.67 =	6.86 x 4 =	5 x 3.35 =
5 x 65.3 =	8 x 8.86 =	8.82 x 8 =	9 x 7.84 =
8 x 68.6 =	2.82 x 3 =	7 x 2.74 =	6 x 8.57 =

DECIMAL MULTIPLICATION

86.7 x 5 = 433.5	97.7 x 9 = 879.3	67.9 x 4 = 271.6	5.53 x 8 = 44.24
5 x 7.36 = 36.8	89.3 x 6 = 535.8	9.46 x 8 = 75.68	4.88 x 5 = 24.4
9 x 72.4 = 651.6	9 x 8.67 = 78.03	6.86 x 4 = 27.44	5 x 3.35 = 16.75
5 x 65.3 = 326.5	8 x 8.86 = 70.88	8.82 x 8 = 70.56	9 x 7.84 = 70.56
8 x 68.6 = 548.8	2.82 x 3 = 8.46	7 x 2.74 = 19.18	6 x 8.57 = 51.42