

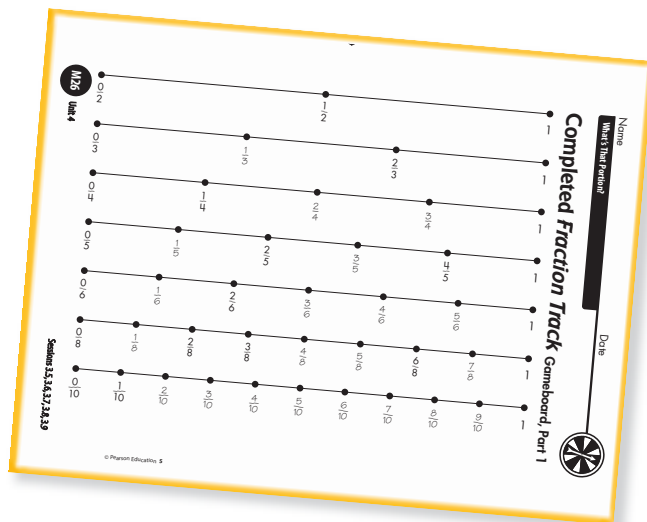


Fraction Track (page 1 of 2)

You need

- Fraction Cards
- *Fraction Track* Gameboard
- 20 chips (or other small objects)

Play with 1 or 2 other players
or in 2 pairs.



Playing to 1 (Introductory game)

- 1 Remove the percent cards and the 18 cards greater than 1 (such as $\frac{3}{2}$) from the deck. Use only Sheet 1 of the *Fraction Track* Gameboard—the part from 0 to 1.
- 2 Place seven chips on the gameboard, one on each track, at any fraction point less than $\frac{3}{4}$. Mix the cards and place the deck facedown.
- 3 Players take turns drawing the top card and moving a chip (or chips) to total the amount shown. You can move on one track or on several. For example, if the card is $\frac{3}{5}$, you can move $\frac{3}{5}$ on the fifths line, $\frac{6}{10}$ on the tenths line, or a combination of moves on two or more lines, such as $\frac{1}{2}$ and $\frac{1}{10}$, $\frac{1}{5}$ and $\frac{4}{10}$, or $\frac{1}{3}$, $\frac{1}{6}$, and $\frac{1}{10}$. The fraction on the card is the total that you move chips; it does not indicate points to land on.



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- 4 The goal is to move chips so that they land exactly on the number 1. When you land on 1, you win the chip. When a chip is won, place a new chip at 0 on the same track so that the next player has a chip on every track. (This happens only when a player has completed a turn. You may not wrap around and keep going on the same track within a turn.)
- 5 If you are unable to move the total amount of your Fraction Card, you lose your turn.

Playing to 2 (Regular game)

The rules are the same as the introductory version, except for the following:

- 1 Use all the Fraction Cards and the entire *Fraction Track* Gameboard.
- 2 The seven chips may be placed on any fractions less than $\frac{3}{2}$.
- 3 The goal is to move chips so that they land exactly on the number 2.

