



Cut along this line





# DOUBLE RUN

2–4 Players

## Materials

- Game board
- 12-sided number generator
- 1 game piece per player
- **Double Run** game cards
- **Double Run** *Traffic Light* cards
- **Double Run** spinner



## Object

- Use the **multiply** by 2, 4, and 8 strategies to travel around the game board.

## Starting the Game

- Place the game cards and *Traffic Light* cards answer side down on the game board.
- Each player selects a colored game piece and places it behind the starting line.
- Each player rolls the number generator. The player who rolls the highest number goes first. Play proceeds clockwise.

## Playing the Game

- Take a game card and spin the spinner. Find the product of the two numbers.
- If the product is correct, roll the number generator and moves forward the number of spaces rolled. Unless you land on a *Traffic Light* space, it is the next player's turn.
- If the product is not correct, do not move forward. It is the next player's turn.

(continued on back)

- After each turn, return the game card to the bottom of the pile.

## Traffic Light Spaces

- If you land on a *Traffic Light* space, it is still your turn. Take a *Traffic Light* card and spin the spinner.
- If you find the correct product, move forward 1 space. It is the next player's turn.
- If you do not find the correct product, move back 1 space. It is the next player's turn.

## Special Game Board Spaces

- You must stop at the *Crosswalk* space, even if you roll past the space. It is the next player's turn. On your next turn, play proceeds as usual.
- If you land on a space that is the same color as your game piece, immediately move forward 3 spaces.
- If you land on a *Move ahead*, *Move back*, or *Switch with any player* space, move your game piece immediately.

## Winning the Game

- The first player to cross the finish line wins.

## Options and Variations

- Players can use a different number generator to alter the length of play.

DOUBLE RUN

3

DOUBLE RUN

6

DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

10

DOUBLE RUN

16

DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN



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DOUBLE RUN



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DOUBLE RUN



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DOUBLE RUN



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DOUBLE RUN



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DOUBLE RUN



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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

42



DOUBLE RUN

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DOUBLE RUN

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DOUBLE RUN

59



DOUBLE RUN

48



DOUBLE RUN

62



DOUBLE RUN

53



DOUBLE RUN

63



DOUBLE RUN

54





DOUBLE RUN



110

DOUBLE RUN



64

DOUBLE RUN



90

DOUBLE RUN



65

DOUBLE RUN



85

DOUBLE RUN



13

DOUBLE RUN



81

DOUBLE RUN



18

DOUBLE RUN



80

DOUBLE RUN



14

DOUBLE RUN



70

DOUBLE RUN



120

DOUBLE RUN



110

DOUBLE RUN



64

DOUBLE RUN



90

DOUBLE RUN



65

DOUBLE RUN



85

DOUBLE RUN



13

# DOUBLE RUN

