



Rocket Multiplier

Join an exciting journey to explore different planets! Work with your team to calculate the correct route. Which team will be the first to plant their flag on the final planet?



4-20



8+



Smart-sleeves



Mathmania cards

Getting started

- ✖ For this game, you need Smartsleeves 1-10 and the set of Mathmania cards.
- ✖ During this game, children practice multiplication tables in two teams. There are two possibilities:
 1. Both teams practice the same table
 2. Each team practices a different table
- ✖ Take the answer cards from the MathMania set for the table(s) you want to practice. Also, take the number of the corresponding table(s) from the Smartsleeves.
 - Example: You want to practice the table of 3. You need Smartsleeve “3”. Additionally, you need the answer cards “3”, “6”, “9”, and so on from the Mathmania set.

- ✖ Spread the MathMania cards over the playing field. You only need the Smartsleeve at the start of the game.
- ✖ Give each player a Picoo controller.

Game Rules

- ✖ Start the game. The players are now automatically divided into two teams.
- ✖ In each team, one Picoo controller will start blinking slowly.
- ✖ These players each scan the Smartsleeve of the table their team is practicing.
 - Note: If both teams practice the same table, they both scan the helper card of that table. If the teams each practice a different table, then each team only scans the helper card of the table they are practicing.
- ✖ Once both players have scanned the Smartsleeve, the players start searching.
- ✖ Is your Picoo controller purple? Then it's your turn. Scan the next step of the table.
 - Example: You are practicing the table of 3. You are the third player to take a turn. You now need to scan the Table Hunt card "9".
- ✖ Did you scan the correct card? Great! Now it's the next player's turn.
- ✖ Did you not scan the correct card? Start again from the beginning of the table.



- ✕ Is your controller blinking slowly in your team color? Then you are next in line!

End of the game

- ✕ Did your team scan all cards of the table first? Then you win the game!

Colors and Interaction



*Red or blue
team color*



*Purple
it's your turn*



*Slowly blinking team color
you are next in line*



*Fast green blinking + sound + vibration
correct*



*Fast red blinking + sound + vibration
incorrect*



For the most recent manual
go to:

www.picoo.com/games/



