LadyBugs Do Math

A Mathematical Board Game

(July 4, 2021)

In a garden full of ladybugs, use the spots on their backs to solve math equations. Add, subtract, multiply or divide the two numbers to form solutions to equations.

Two different games included. For up to six players, 6+.

LASERCUT COMPONENTS:

- 54 ladybug math cards
- 41 interlocking numbered “answer” tiles (1-81)
- 16 interlocking “pathway” tiles
- four “corner” tiles
- four lady bugs
- 60 flowers with points 1-3
- five bird cards
- two spiders
- pair of dice
- two equation “cheat” sheets.

OVERVIEW:

- Build garden pathways
- Spot answers to simple equations
- Move your ladybug to the answer
- Collect a flower
- Avoid the spider
- Win with the most flower points.

TWO MODES:

- Using Cards: with equation answers up to 81
- Die Rolls: Simpler game with numbers up to 36.

FULL SETUP (WITH CARDS):

1. Set the corner tiles aside briefly
2. Shuffle the interlocking pathway and answer tiles
3. Takes turns connecting tiles to build the board game configured into pathways through a garden
4. Distribute and connect the corner tiles, generally at the end of pathways
5. Give each player their ladybug
6. Each player places their ladybug on a corner tile
7. Shuffle the ladybug math and bird cards together
8. Place the cards face down in a draw pile
9. Distribute the flowers on top of the numbered tiles (some will get two flowers)
10. Place the spiders on any two blank pathway tiles.

FULL GAME PLAY:

The game is played in rounds with players taking turns being the “current” player.

At the start of a round, the current player will flip over the next ladybugs card. If a bird appears, each player removes their highest scoring flower then flips another card. Starting with the current player and continuing clockwise, each player will:

- Determine which equations can be formed from the two numbers on the ladybugs
- See where the equation answers are on the board
- Call out the answer they will use
- Move their ladybug towards that answer, not exceeding five spaces
- Collect a (highest-valued) flower if their ladybug lands on their answer number
- Optionally, move one spider forward to the next unoccupied location

At the end of the round, each spider is moved one space in the direction they are pointing. The next clockwise player becomes the current player.

SIMPLER SETUP (WITH DICE):

1. Set the corner tiles aside briefly
2. Set aside the blue numbered answer tiles
3. Shuffle the interlocking pathway and answer tiles
4. Takes turns connecting tiles to build the board game configured into pathways through a garden
5. Distribute and connect the corner tiles, generally at the end of pathways
6. Give each player their ladybug
7. Each player places their ladybug on a corner tile
8. Distribute the flowers on top of the numbered tiles (some getting two flowers)
9. Place the spiders on any two blank pathway tiles.

Note: You can play with the tiles numbered higher than 36 to make longer pathways, but will ignore those numbers.

SIMPLER GAME PLAY:

The game is played in turns using dice. The dice are used to form equations instead of the ladybug cards. In turn, each player will:

- Roll both dice
- If the two coloured dice are a double roll, everyone loses their highest valued flower (roll again)
- Determine which equations can be formed from the two numbers on the dice
- See where the equation answers are on the board
- Call out the answer they will use
- Move their ladybug towards that answer, not exceeding six moves
- Collect a (highest-valued) flower if their ladybug lands on their answer number
- Move one spider forward to the next unoccupied location

Option:

If your ladybug lands on an answer that has no flower, steal a random flower from an opponent. This requires collecting flowers face down.

ENDING THE GAME:

The game is over when there are no more flowers on the pathways to collect. Players add up all the points on the flowers they collected. The player with the most points wins. If there is a tie, the youngest player wins.

SPIDERS:

The spiders block the progress of your ladybug.

BIRDS:

Birds scare ladybugs. When a bird card is drawn, every player will lose their lowest-valued flower.

TAKE FLIGHT:

A ladybug landing on a corner tile can fly to any other corner tile. This counts as two moves taken from their available moves.

STRATEGY:

If you can’t get to an answer, try to get close to a corner tile for a quick move next time.

FAQ:

Can you move past another ladybug? YES

Can you share a space with another ladybug? YES

Can you move past a spider? NO

If my ladybug is already on the answer to an equation, can I just pick up the flower without moving? NO

Can the spider move onto a ladybug? NO

Can moves be diagonal? NO

Can you steal when sharing a tile? NO

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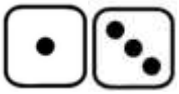
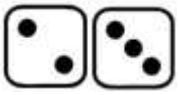
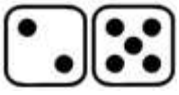
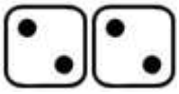
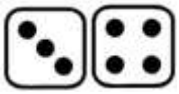
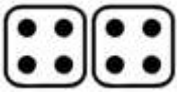
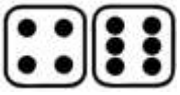
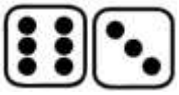
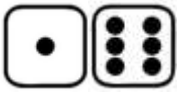
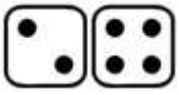
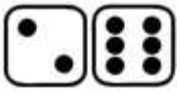
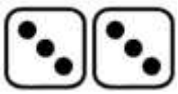
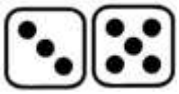
| Pair Four | Tetrix | Wordsy Tetrix
Math Rollers | Condowinium
Leaping Letters
Bet Your Word

Mathematical Equations Formed From Dice Rolls

Dice Rolls	Equations
	1+1=**2** 1÷1=**1**
	1+2=**3** 2-1=**1** 2x1=**2**
	1+3=**4** 3-1=**2** 3x1=**3**
	2+3=**5** 3-2=**1** 2x3=**6**
	2+5=**7** 5-2=**3** 2x5=**10**
	2x2=**4** 2÷2=**1**
	3+4=**7** 4-3=**1** 3x4=**12**
	4x4=**16** 4÷4=**1** 4+4=**8**
	6+4=**10** 6-4=**2** 4x6=**24**
	6-5=**1** 5+6=**11** 6x5=**30**
	6-3=**3** 3+6=**9** 6x3=**18** 6÷3=**2**

Dice Rolls	Equations
	1+4=**5** 4-1=**3** 4x1=**4**
	1+5=**6** 5-1=**4** 5x1=**5**
	1x6=**6** 6-1=**5** 6x1=**6**
	2+4=**6** 4-2=**2** 2x4=**8**
	2+6=**8** 6÷2=**3** 6x2=**12** 6-2=**4**
	3x3=**9** 3÷3=**1** 3+3=**6**
	5-3=**2** 3x5=**15** 5+3=**8**
	4+5=**9** 5-4=**1** 4x5=**20**
	5+5=**10** 5÷5=**1** 5x5=**25**
	6÷6=**1** 6+6=**12** 6x6=**36**