

## Rules of the RiverTimes game:

For the learning step of the multiplication tables, the cards must be used following the RiverTimes method of memorization (that you will find in each of the Flash card pdf's). Then, in a second step, for the revision of the times tables and for training, they can be used in the form of a board game. The children will thus be able to revise their tables with other kids or with their parents while having fun.

To use the Flash cards as a game, you have to cut them in half (to separate the multiplication part from the result part).

A complete game (with all multiplication tables) includes:

- 42 Multiplication Flash cards
- 42 Result Flash cards

In this game, Animal cards are not used. Indeed, the child is supposed to have been beforehand familiar with the features of each animal.

This rule applies to a complete game, but you can adapt it according to your child's progress. For example, if he/she has only learned his tables up to 5, remove the cards that relate to the multiplication above.

### Goal of the game:

Children have to find the pairs of cards. A pair consists of a Multiplication card + the associated Result card. Each time a player makes a pair, he has to show it to the other players, so that they can check that the pair is correct. When a player has a pair, he removes it from his hand of cards.. A player who has no cards left can't play longer. The game is over when all the pairs have been found and the player with the most pairs wins!

### Course of the game:

1- Deal 5 cards to each player. The remaining cards will form the draw pile, place it face down on the table.

2- Before starting the game, players must check their cards to remove any pairs. Players who have a pair have the right to remove it from their hands of cards. They place the pair face up on the table to show it to the other players (who will check that it is a correct pair). If any of the pairs placed by a player is incorrect, this player must put the cards back in his hand of cards.

3- The game can then begin: The youngest player starts (we will call him player 1). He will try to find the card corresponding to one of the cards in his hands, for that he asks it to the player of his choice (which we will call Player 2).

**Example 1:** Player 1 has the Multiplication card "7x7", so he will ask Player 2 for the card Result "49". There are then 2 possibilities:

- Player 2 has the card "49": he gives it to player 1 who makes a pair with his "7x7" card and has the right to play again and asks for another card to the same player or to a different player.
- Player 2 does not have the "49" card: player 1 draws a card, if it is the "49" he says "good draw" he has won and can play again. Otherwise it's the next player's turn (clockwise).

**Example 2:** Player 1 has the Result card "49", so he will ask one of the players for the "7x7" card, and then the principle is the same as in example 1.

**Example 3:** Player 1 has the Multiplication card "7x6", he's wrong and asks player 2 for the Result card "49" (instead of "42"). There are 2 possibilities:

- Player 2 has the card "49": he gives it to player 1, but when player 1 puts down his pair, the others players notice his error. He has to give back the card "49" to player 2, he is not allowed to draw a card and it's the next player's turn.
- Player 2 does not have the card "49": Player 1 draws a card and it is the next player's turn (because no one could see his mistake).