

# CLOUD HOPPERS

SUBTRACTION ADVENTURE  
WITH ALIENS



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Why just subtraction? Discover  
more math games to make  
any topic fun for kids.



# AS YOU OPEN THE BOX...

You will find...

- o One game board
- o Eight 3D aliens
- o One 10-faced dice
- o One rule book



# THE CYTA QUEST

Far away in a distant galaxy, there is a planet called Cytoma. Cytoma is home to a magical flower called Cyta, whose fragrance has amazing healing properties.

For many years, aliens from various planets have been trying to get Cyta. Take on the role of the aliens and begin your Cyta quest.



Use your storytelling skills here! Tell this story with as much excitement and emotion as possible. When children are drawn into the story, they enjoy the game even more!

# LET THE QUEST BEGIN!

Take out the game board and place it on a flat surface. Next, ask each player to select 2 aliens for themselves.

## WHO WINS?

The first player to reach the Cyta flower at #20 with BOTH her aliens wins the game.

## WHO MOVES FIRST?

The youngest player moves first. Others move in a clockwise direction from her.



As a parent or teacher, use the game as “together time tool”! When you play math with them, they see you laugh and have fun. They realize that math is not something to be afraid of.

# THE FIRST MOVE

- The game starts with each player placing both their aliens on their spaceships at the top.



- The 1st player starts the game by rolling the dice.
- Let's assume that she rolls a 4. Now, she Subtracts 4 from 50 to find her new position.
- Her new position is 46.  
(How?  $50 - 4 = 46$ )  
She can place any one of her aliens on 46. The other alien continues to be at 50.



$$50 - 4 = 46$$

The numbers on board are not in sequence. The design gets the kids to subtract to find the new position and not just count down.

# CLOUD FIGHT & SAFE CLOUDS

- If an alien lands on the same cloud as the rival alien, the one landing later will fight and force out the previous alien. The previous alien will have to return to their spaceship.
- For example, if the second player lands on 46, 2nd player's alien will sit on Cloud 46 and the 1st player will have to move her alien back to the spaceship at 50.



## THE SAFE CLOUDS

Clouds 45, 43, 33, and 24 are safe clouds. When on these clouds, the aliens are safe. They can't be forced out, even when their rivals land on the same cloud as theirs.



If 2 aliens from the same planet land on the same cloud, neither of them would go back to their spaceship.

# RAIN, LIGHTNING & DARK CLOUDS

## THE RAIN CLOUDS

Clouds 47, 38, 30 and 26 on the board are rain clouds. If an alien lands on these, it will fall down with the rain.



## THE DARK CLOUDS

There are 2 dark clouds on the board - 35 & 31. When any alien lands on either of them, it loses its visibility and freezes for a turn. But you can still move with your other alien.



## THE LIGHTNING CLOUDS

Clouds 40 and 29 on the board are lightning clouds. If an alien lands on these, it gets a big shock. The player will have to move that alien back to the spaceship and start again.



You need both your aliens to reach #20 to win. So plan your moves carefully!



# SPRONGI ZONE

- The surface of Cytoma is covered by Plant Sprongi.
- These are big, friendly plants and they hate fighting. Therefore, the Sprongi plantation on the board is a safe zone for aliens.
- Sprongi plants have spring like stems. Whenever an alien lands on them, they use their stems to help the alien jump back up.
- So, after an alien lands on any Sprongi plant, in their next turn, instead of subtracting the number rolled, they will add it to the number on the plant.
- For example, when an alien lands on Sprongi 15, and in her next turn, she rolls a 4. Therefore, she will add 4 to 15 and move her alien to Sprongi 19.



An easy way to remember is to think of the sky zone as the subtraction zone and the plant zone as the addition zone. From clouds you fall and on sprongi you jump.

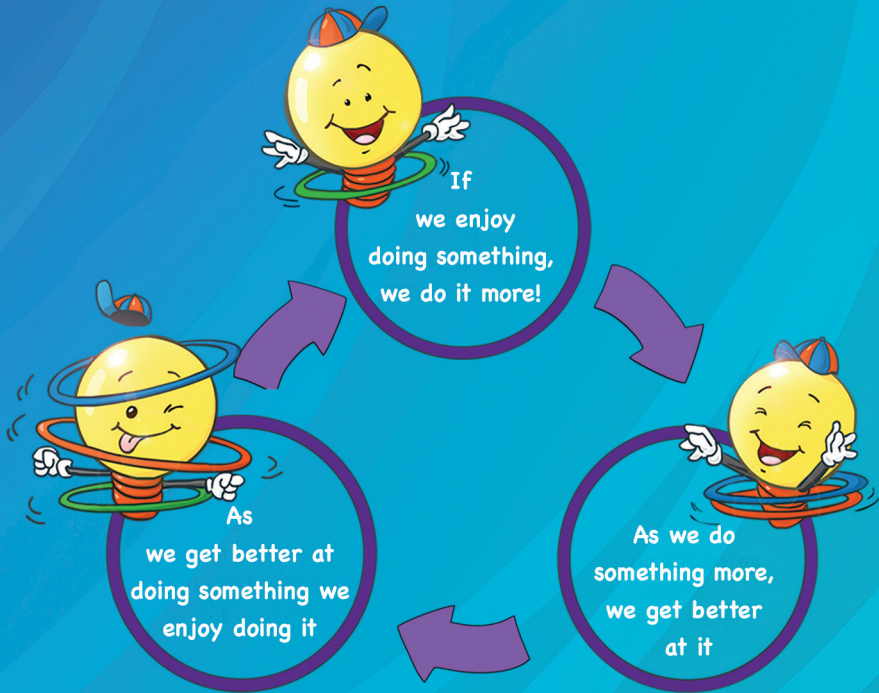
# THE SUBTRACTION LANGUAGE

Here are few words and phrases that can be used to recognize when a math problem is a subtraction problem:

- Subtract
- Take away
- Difference
- Minus
- Less than
- Fewer
- How many more
- How many are left
- Left over
- Remain



# WE BELIEVE



This is not just true for math, but for everything in life. From driving a car to learning how to play guitar, the more you practice, the better you get!



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