

MONSTER SOCK FACTORY

Best way to get started with multiplication!



LOGIC ROOTS

Reinventing how kids practice Math

As you open the box...



4 game plays

Shipped – Easy, Cooperative

Pro Shipper – Intermediate, Cooperative

I pack, You pack – Intermediate, Competitive

Packing superstar – Expert, Competitive

In the sock land!

Far away in the land of Dimis live cute little monsters. Some have one leg and others come with up to 9 legs!

The local sock factory got closed down. But the socks are still lying there, strewn all over the floor.

It gets really cold in Dimis and the monsters need those socks. Can you make sets of these warm socks and ship them to the needy monsters?

Bless you!



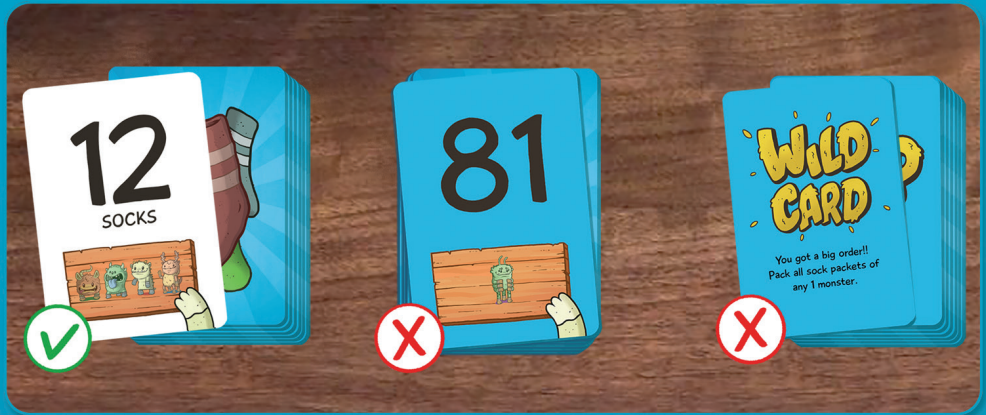
This monster sock packet is for a 5 legged monster and has 5 socks in it.

Shipped

Easy, Cooperative

Setup the game

1. Take out the Easy Order Cards. These are cards with white front face.
2. The socks are strewn all over the factory floor. Your mission is to pack and ship as many orders as possible before time runs out



Who wins?

You all win. Pack and ship as many orders as possible before time runs out

Shipped

How to play

1. Start the timer and pick an order card. Keep it face up for all to see
2. You have to ship this many socks. You can ship to any one of the monsters shown on the order card.



3. Find sock packets for the monster of your choice from the factory floor. For example, if you choose to ship socks for the 2 legged monster, find the first sock packet and say "2 socks"

Shipped

4. Find the next packet for the same monster. This will take the number of socks to 4. Pick the next packet and 2 more. Now you have 6 six socks.



5. Once you have found 16 socks, say "8 TIMES 2 IS 16. SHIPPED!" and keep the pile and order card aside.



Shipped

6. Now take the next order card and repeat. Try to ship the maximum number of orders before timer runs out of sand. Try to beat your own score the next time.



If you run out of sock packets for a particular monster, skip that order.

Pro Shipper

Intermediate, Cooperative

How to play

For early learners, we have kept out numbers with large face value. But as they pickup multiplication skill, now is the time to open up the challenge cards too. These are order cards with larger numbers. They have a blue front. Combine them with rest of the order cards. The rest of the game play remains same as "Shipped".

But keep out the special cards like wild card and skip cards. We will use them later.



I pack, You pack

Intermediate, Competitive

Setup the game

1. Give each player 10 sock packets for each monster. So every player will have 9 X 10 sock packets



2. This time, include the easy order cards, challenge order cards and special cards. Merge them in to a pile, shuffle and keep them face down.

I pack, You pack

Who wins

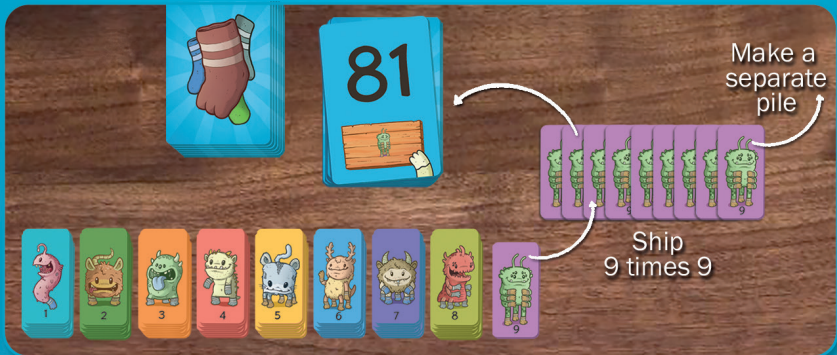
Each player has 10 sock packets for 9 monsters at the start. The first player to ship all sock packets for any 6 monsters wins!

Who moves first

The youngest player makes the first move. Others move in the click wise direction

How to play

1. Player 1 starts the game by picking up the top order card. She must ship this order from her stock pile.



2. If you draw 81, then you must ship one order of 81 socks – 9 sock packets for 9 legged monsters

I pack, You pack

3. Now put these sock packets in a separate pile away from the play area. These are shipped.
4. Once you have made your move, place the order card at the bottom of the order card pile
5. Now it is the next player's turn to draw out an order card and ship. The game ends when a player ships all 10 sock packets for any 6 monsters. She wins.

A player can pack socks for only a single monster species during one turn.

Packing superstar

Expert, Competitive

Setup the game

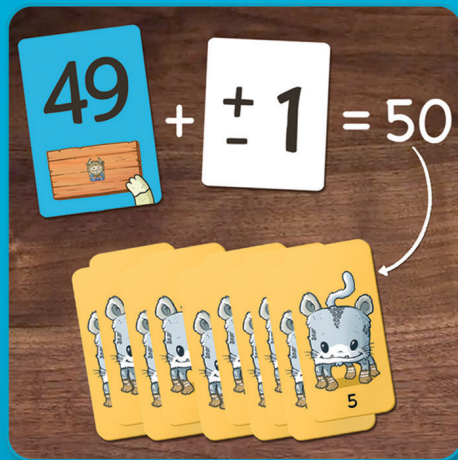
Game setup is same as "I pack, You pack". But this time, also give any 2 plus-minus cards to each player and keep them face up. Other plus-minus cards will be kept face down.



How to play

1. Core game play is same as "I pack You pack". But with use of plus-minus cards, you can up the challenge and fun.
2. Suppose a player gets an order to pack 49 socks. Her best move would be to pack 7 sock packets for the 7-legged monster. But if she does not have enough sock packets with 7, she can use her plus-minus card!
3. Let's say she has a ± 1 card. So now she can use it and increase the Order card from 49 to 50 and can pack 10 sock packets for the 5-legged monster or decrease it from 49 to 48 and can pack 8 sock packets of 6-legged monster or 6 sock packets of 8-legged monster.

4. Once she has used one plus-minus card, she will put this at the bottom of the plus-minus card stack. She will draw the top card from plus-minus card stack and keep it face up. Now it is the next player's turn.
5. The game ends when a player ships all socks for any 6 monsters. She wins.



You may need to guide your kids to make good use of the plus-minus cards. Ask them to choose that option which helps them pack more socks.

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LOGIC ROOTS

Reinventing how kids practice Math



What is the team like?

We are a small & passionate team that loves math. For us, math is not just numbers but a key to the new world of technology. We want to help kids discover the joy of numbers.



Not happy with this game?

Each game is a product of love. But if we failed to meet your expectations or you need more help, please write to me on kunal@LogicRoots.com. I promise I will respond and resolve.



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