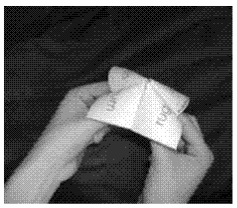
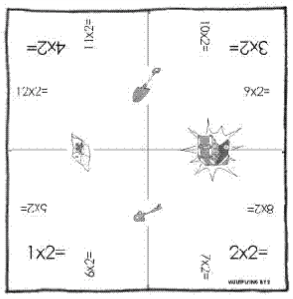
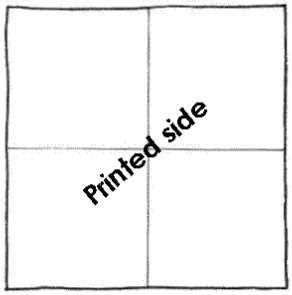
How to make a Number Catcher

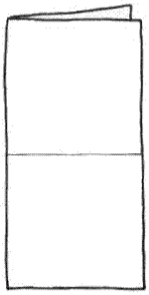
Also known as "Cootie Catchers" or "Fortune Tellers"

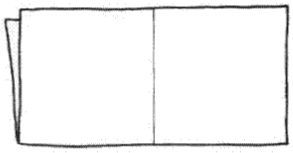


Start by cutting out one of the **Number Catchers** included in this kit. You will have a square that looks something like this. ➔

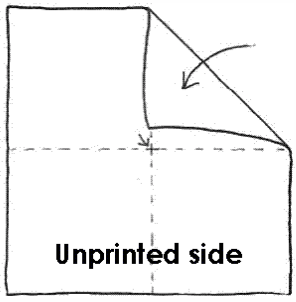




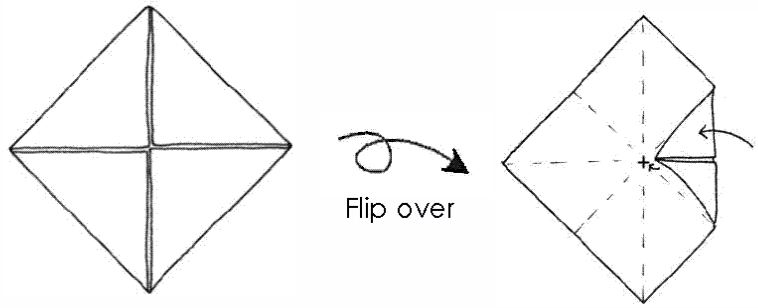




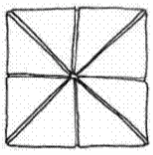
1. Fold and then unfold the square along both the vertical and the horizontal lines.



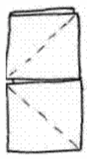
2. Place the paper open with the <u>unprinted</u> side face up on the table. Fold down each of the four corners **to the center** of the paper.



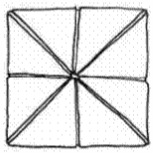
3. Flip the paper over onto its other side. Fold each of these four corners to the center of the paper.



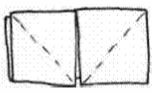
4. Your paper will now look like this.



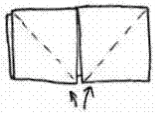
5. Fold it in half vertically. Crease well.



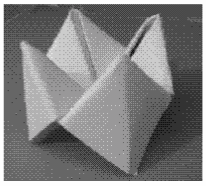
6. Open



5. Fold it in half horizontally. Crease well.



6. Slip your fingers under the **four flaps** shown by the arrows and push/pinch-in so that the piece opens up and it looks the this completed picture. ➔



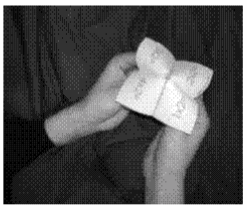
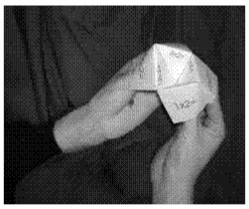
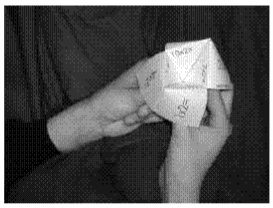
How to Play with a Number Catcher

(Anyone familiar with playing with a Fortune Teller will know the basic moves).

Catch a Treasure Hunt

Treasure Hunt Game:

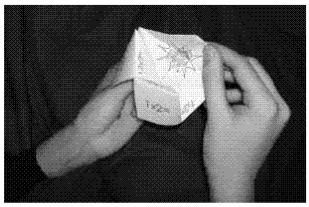
For two or more players; take turns with other players.
Object: Be the first player to find the four symbols of the treasure hunt **in the correct order.**

1. 
2. 
3. 

Start with your **Number Catcher** closed as shown in the first picture. Solve one of the four math equations on the outside flaps (Fig. 1). Count out the answer, alternately opening the **Number Catcher** one way and then the other (as shown in Fig. 2, 3). When you finish counting out the answer you picked, stop. You will now have another choice of four math equations to solve on the inner flaps.

Repeat the process with this new equation you picked from the inner flap ... count out the answer, opening one way and then the other with each count.

On your third round, pick out an equation, solve it, but instead of counting it out, **open** the flap on which the equation is printed (Fig. 4).



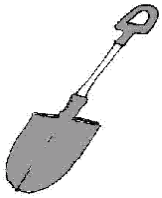
4.

You will see one of four symbols of a treasure hunt under the flap. You must find each of these symbols **in the correct order**. If, on your turn, you find the next symbol you need in the sequence, you get to go again. If you find any other symbol you lose your turn and the next player gets the **Number Catcher.**

Each player must find each symbol in the correct order. The first player to find each symbol in the correct order, **wins.**

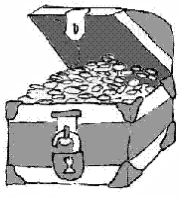
The correct order:

First (the Map)



Second (the Shovel)

Third (the Key)



Finally (the Treasure!)

4x2=

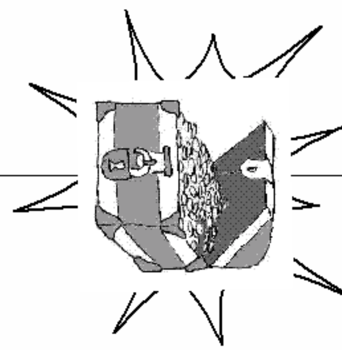
11x2=

10x2=

3x2=

12x2=

9x2=



5x2=

8x2=

1x2=

6x2=

7x2=

2x2=

MULTIPLYING BY 2

4x3=

11x3=

10x3=

3x3=

12x3=

9x3=

5x3=

8x3=

1x3=

6x3=

7x3=

2X3=

MULTIPLYING BY 3

3x4=

10x4=

4x4=

11x4=

9x4=

12x4=

8x4=

5x4=

2x4=

7x4=

1x4=

6x4=

MULTIPLYING BY 4

4x5=

11x5=

10x5=

3x5=

12x5=

9x5=

5x5=

8x5=

1x5=

6x5=

7x5=

2x5=

MULTIPLYING BY 5

3x6=

10x6=

9x6=

8x6=

7x6=

2x6=

MULTIPLYING BY 6

6x6=

1x6=

5x6=

12x6=

11x6=

4x6=

3x7=

10x7=

4x7=

11x7=

9x7=

12x7=

8x7=

5x7=

2x7=

7x7=

1x7=

6x7=

MULTIPLYING BY 7

3x8=

10x8=

4x8=

11x8=

9x8=

12x8=

8x8=

5x8=

2x8=

7x8=

1x8=

6x8=

MULTIPLYING BY 8

3x9=

10x9=

4x9=

11x9=

9x9=

12x9=

8x9=

5x9=

2x9=

7x9=

1x9=

6x9=

MULTIPLYING BY 9