

# Ocean Raiders

$7+3$



$4+1$



$3$

**LOGIC ROOTS**

Reinventing how kids practice Math

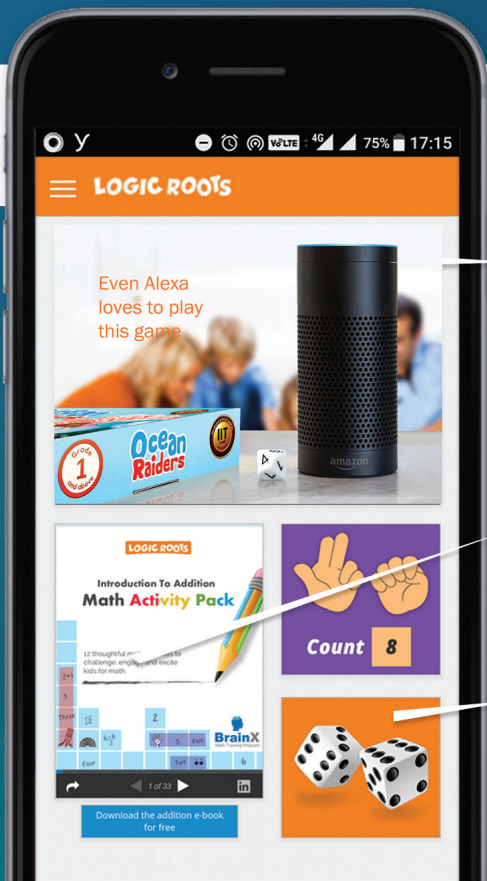


# WHY READ? JUST SCAN THE QR CODE

Just go to our game page. You will find game video, Alexa skill, game rules and free access to math resources for kids.



Scan this QR code or visit us @  
[www.LogicRoots.com/OceanRaiders/Play](http://www.LogicRoots.com/OceanRaiders/Play)



## • Play with Alexa

No need to read the rules. Just say, “**Alexa, open Ocean Raiders**” She narrates the rules, plays the game. We have even trained her to help you with math.

## • Math Support For Kids

Ideas and digital support to help the kids get started faster. Free addition worksheets and ideas.

## • More game plays

Parents, teachers and our team build more game plays to keep it interesting for kids.

# QUICK START TO OCEAN RAIDERS

We have compressed the game to just 3 rules. That way, you can start enjoying math faster. We still recommend that you read rest of the rulebook for more game plays and techniques.

**QUICK START** - Think of Ocean Raiders as a smarter version of Chutes and Ladders with a math twist. Choose your raider coins. The youngest player starts.

**1. Roll the dice:** Roll the dice and locate this number on the board. Move your raider coin to that number on the board. Now it is next player's turn.

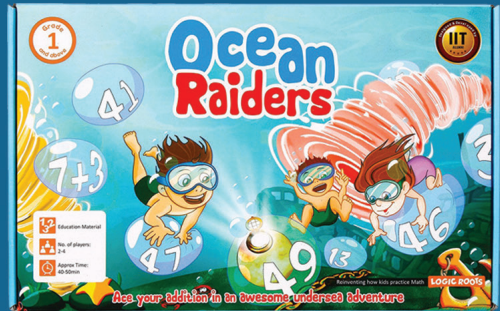
**2. Add and move:** In your next turn, roll the dice. Find the sum of the number on the dice and the number of your current position. Find this new number on the board. Place your coin there.

**3. Win at 49:** The first player to reach 49, wins. There are Ocean currents that take you up and down. Watch out for them.

# AS YOU OPEN THE BOX ...

You will find...

- 1 Ocean board
- 1 Dice (10 faced)
- 4 Raider play coins
- 5 Rocks (collaborative game)
- 1 Ocean Raiders Rules Book



This game is for ...



Grade 1 and above



2 – 4 players



40-45 minutes

# ONCE UPON A TIME ...

A huge ship was sailing across the sea. On the ship, there was tons of gold. It was a long way away from home.

There was a massive storm, bringing dark clouds, thunder and lots of rain. The ship tumbled in the waves like a small toy. The sails were torn and the ship sank. And with it all the gold went down to sector-49.

It is said that the gold is still lying in sector-49 and is waiting for some brave Ocean Raiders to come and find it. Are you ready to dive?

**GO RAIDERS!**



Bring out the storyteller in you. Tell this story with a lot of fun, excitement and emotions. When kids get drawn in to the story, they enjoy the game even more.

# LET THE ADVENTURE BEGIN

Open the ocean board and place all the raider coins at the start. Each player selects one raider coin.



**WHO WINS?** - The person who reaches the treasure at sector-49 first, wins.

**WHO MOVES FIRST?** - The youngest player will make the first move. Others will move in clockwise direction.

If you, as a parent or teacher, are playing with the child, offer them good competition. Do not let them win easy. It will be more fun and more practice.

# THE FIRST ROUND

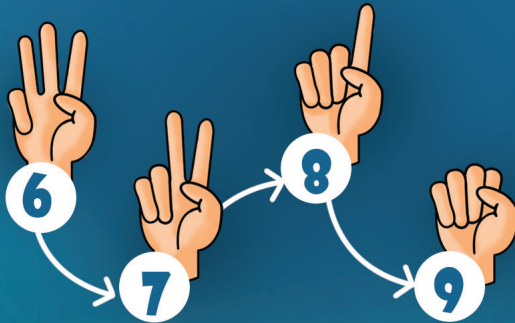
- The game starts with the first player rolling the dice.
- The first player will place her raider coin on the value she gets on rolling the dice. If she rolls a 5, the first player will find the number 5 on the board and place her raider coin there.
- The numbers are not arranged serially. So watch out  
Next, it's player 2's turn. She too will roll the dice and make her first move by placing her raider coin at the number which appears on the dice.
- All the players will make their first move in the similar manner for the first round.

**NO NEED TO  
WAIT FOR A 6  
TO START THE  
GAME**



# AS YOU DIVE DEEPER

- The 2nd round starts with Player 1 rolling the dice. Imagine that this time, the number on the dice is 4. She then has to find her new position.
- Ask her to open as many fingers of her hands as the number on the dice.
- Her current position is 5, so she will now count up loudly from 5 as she closes her fingers.



**REMEMBER TO  
COUNT LOUDLY AS  
YOU CLOSE YOUR  
FINGERS**



The benefit of closing the fingers as you count, rather than opening them, is that it reduces errors. When kids open their fingers to count, they often under or overshoot the number.



# KEEP ADDING, KEEP DIVING

The new position of Player 1 is 9. Ask her to find 9 on the board and move her raider coin there.



Player 2 will also follow the same steps in her turn.

- She will roll the dice. Add the number to her current position and arrive at the new position.
- If she makes a mistake in addition, then be sure to help her out. Move the pawn to the correct location.

Did you notice that the numbers on the board are not in sequence? This non linear layout is designed to get the kids to add before they move!

# BEWARE !

**TYPHOONS:** On the board, you will find yellow and red typhoons.

If a raider lands on a number that is the mouth of the typhoon (on the arrow), the raider will be sucked in. She will follow the arrow and place her coin at the tail of the typhoon.

For example, if a raider rolls a 2 on her first move, she will ultimately end up on 16.



**BEYOND 49:** There comes a point in the game play when a player is nearing the treasure in Sector 49. Perhaps Player 2 is at 45 and she rolls a 5 on the dice. The sum of 45 and 5 is 50. As long as the player adds correctly, she wins the treasure.



**No need to wait for exact 49!**

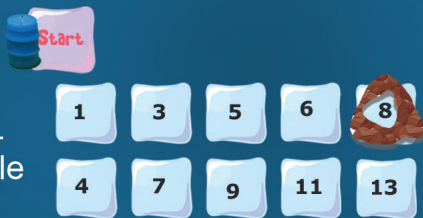


# COLLABORATIVE GAME PLAY

Want a completely new game with even more fun for the whole family? Let us play together in a collaborative game play.

**OBJECTIVE:** Get our team to the treasure at 49 before 3 rocks fall on it and bury it forever.

**SETUP:** Take out the 5 rocks and pile them on 8. Take out any one pawn and place it on start. There is just one pawn for the whole team



**HOW YOU MOVE:** You will move like a normal game - roll the dice, add and move the pawn. The same pawn will move in everyone's turn.

**HOW THE ROCKS MOVE:** For every turn your team takes, one rock falls one step towards treasure. After your first turn, move one rock from 8 to 13. In your next move, move it one more step down.



Start



- ✓ In your next turn, move the rock on 13 to 24. Four rocks on 8 stay as is. And so on.
- ✓ Once a rock reaches 49, then you start moving the next rock from 8.
- ✓ If you land up on a rock or a rock falls on you, the rock freezes. The rock will not move in the next turn.

Reach the treasure before 3 rocks fall on it and bury it forever. Get set go ...

# EVEN MORE GAME PLAY VARIATIONS!

The game play has been designed so that it can be easily understood by a 5-year-old student. However, if you're playing with older kids who can understand more complex game plays, here are a few variations you can try to increase the fun even more.

**VARIATION 1** - Once a player reaches the treasure at 49, she starts her journey back to the sea surface. To go back, roll the dice, identify the number rolled and subtract it from your current position. Whoever reaches the start point first wins the game.

**VARIATION 2** - If a raider lands on the same sector as you, you will have to move back to the start. He has found you in the ocean, so you need to start back again.



You can introduce this variation depending upon the age of kids. If you need more variations, write to us at [info@LogicRoots.com](mailto:info@LogicRoots.com). We always have a few more ideas to up the challenge and make math more fun.

**AND YOU WILL GET**

**11 X**

**TIMES MORE MATH PRACTICE**

Notice that kids solve math sums not just in their own turn but for their competition too. That's the power of a game. Try doing that with homework! Kids do up to 70 addition problems in one game session involving 4 players. That is 11 times more than in class.

# KIDS WILL MASTER ...

## 8 core math skills

Number recognition



Number sequencing



Addition of two nos. of 1 digit without carry



Addition of two nos. of 1 digit with carry



Addition of 1 and 2 digit nos. without carry



Addition of 1 and 2 digit nos. with carry



Addition with 0



## & 4 life skills



Forward  
Thinking



Patience &  
Perseverance



Hand-eye  
co-ordination



Communication  
competence

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