

# numberella.®



★ Rule Book ★

[numberella.club](http://numberella.club)

Included in your box:



2x Red Dice

2x Green Dice

2x White Dice



x1 Sand timer



x6 Jewels



25 x 5 Antcoins

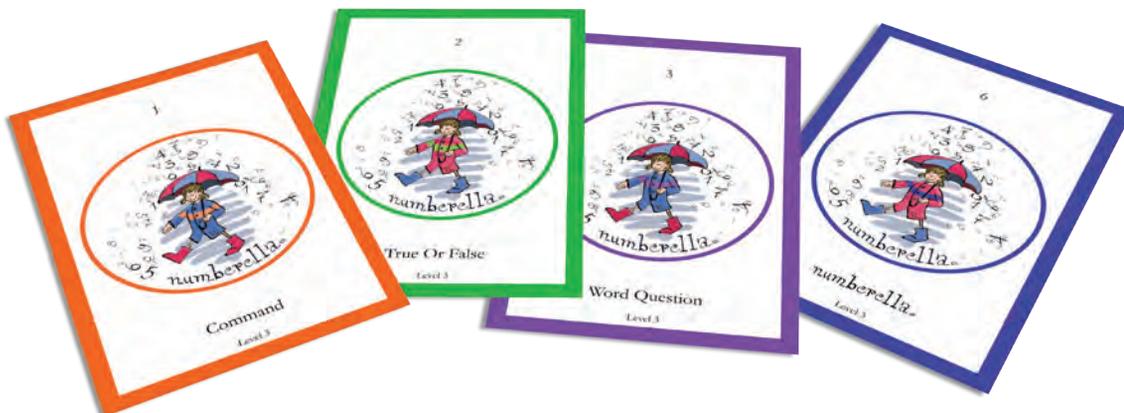
35 x 10 Antcoins

20 x 100 Antcoins

x75 Fortune Cards



x24 D.I.Y. Cards

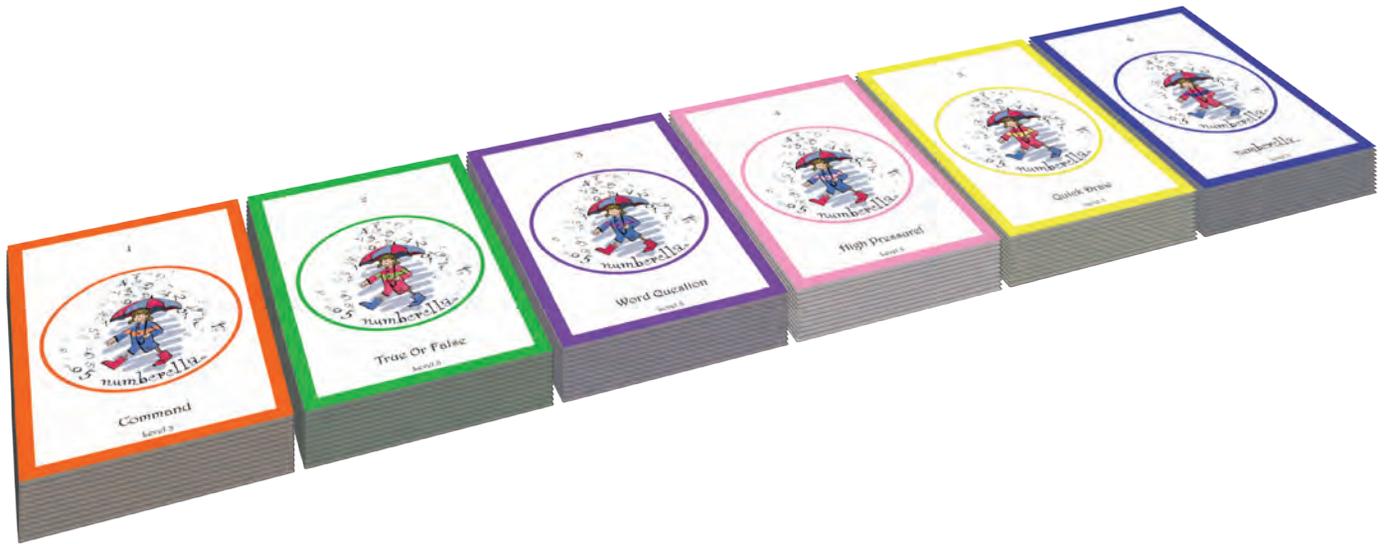


x162 Game Cards

# Game Guidelines

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# Quick Game (2-5 Evenly Matched Players)



1. To set up a Quick Game, place the Game Cards in six stacks in the middle of the table. Put the black & white Fortune Cards to one side.
2. Set a time limit to determine when the game ends.
3. All players roll a dice. High roll plays first.

4. The number they roll is the stack they play for that turn. (Roll a 1, play stack 1, etc.)
5. They draw the top card from the stack & read the question(s) out loud.
6. If they answer correctly, they win the amount of Antcoins shown at the bottom of their card, and take them from the Ant Bank.
7. If the player answers incorrectly no Antcoins are awarded.
8. Gameplay proceeds clockwise to the next player.
9. The player who has the most Antcoins when the time runs out wins the game.

## Cup Game (2-5 Players Of Mixed Abilities)

The Cup Game introduces the Fortune Cards, which bring luck, strategy, and trading into the game. The rules are more complex, but they give players of different abilities a similar chance of winning. This is the version of the game played in the Numberella Club Cup.

1) For a Cup Game, set up the Game Cards as shown in 'Quick Game' on page 2.

2) Thoroughly shuffle Fortune Cards Deck 1. (3-4 times at least.)

3) Place 6 of these Fortune Cards into each Game Card deck, so that after every 4 Game Cards, there is a Fortune Card.

At the end of this process there will be 3 Game Cards left over per deck, which you

place on the top of the stack. Bottom (B) to top (T) the cards should go:

B --> GGGGF-GGGGF-GGGGF-GGGGF-GGGGF-GGGGF-GGG --> T

G = Game Card F = Fortune Card

4) Now thoroughly shuffle the cards from Fortune Cards Deck 2.

5) Deal 3 cards face down to each player.

Any remaining cards become the Fortune Card deck - place them by the Game Cards.

## The Banker

Appoint 1 player as Banker. The banker controls the Fortune Cards (see page 16), and the Antcoins.

# Antcoins

Antcoins are the currency of Numberella.

Bronze = 5 Antcoins

Silver = 10 Antcoins

Gold = 100 Antcoins

Jewel = 500 Antcoins



The Banker should give each player 50 Antcoins at the start of the game. Whenever a player holds 100 Antcoins in change during the game, they should cash them in. The Banker then gives them a 100 Antcoin piece, & a Fortune Card. When a player reaches 500 Antcoins, they should cash them in for 2 Fortune Cards & a Jewel.

## Set the Jackpot

Once each player has their 50 Antcoins, set an Antcoin Jackpot & a time limit.

The first player to hit the Jackpot within the time limit wins the game. The Jackpot guidelines are as follows:

15 Minute Game = 450 Antcoin  
Jackpot

30 Minute Game = 700 Antcoin  
Jackpot

45 Minute Game = 900 Antcoin Jackpot

60 Minute Game = 1200 Antcoin Jackpot

With the Jackpot decided, you are ready to play!

# Starting The Game

1) All players roll a dice to see who starts. High roll plays first. We will call him Player 1.

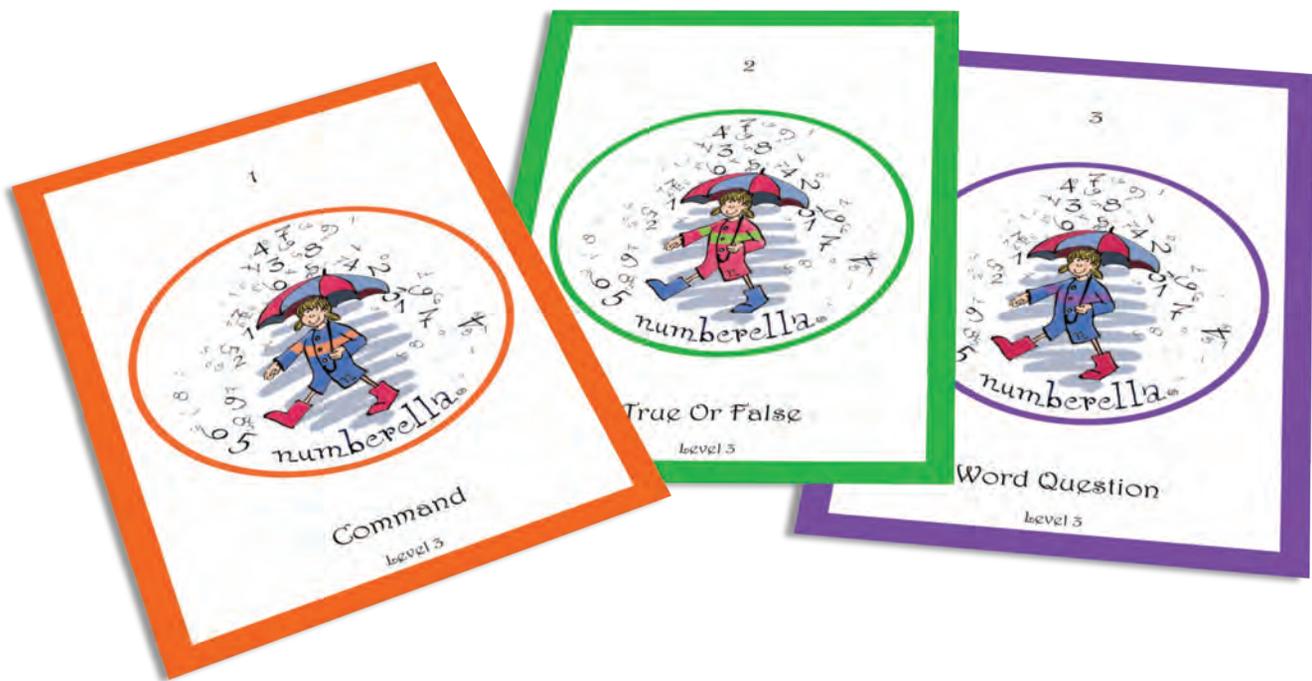
2) If he is able and/or chooses to, Player 1(P.1) can use his Fortune Cards against his opponents, or to get extra Antcoins from the Ant Bank. (See pages 16-22 for how to use Fortune Cards.)

3) P.1 then rolls 1 dice to generate the number of the Game Card stack he will play for that turn, & draws the top card from that stack.

What he does once he has picked up the card depends on the Game Card category.

# Game Cards

1) Command - read the question out loud and perform the task, which will involve either rolling or stacking the dice and



doing mental arithmetic.

2) True Or False - read the statement out loud and say whether it is true or false.

3) Word Question - read the word problem out loud and give the answer as soon as you can.

4) High Pressure! - someone else must read the questions. When a 4 is rolled, the first person to shout 'Q' becomes the Question Meister (Q.M.).

The Q.M must read the 12 mental arithmetic questions out as fast as they can be answered by the player who rolled the 4. For doing this, the Q.M. receives 10 Antcoins.

Each correct answer is worth 5 Antcoins, but only 6 or more correct answers gain the player access to the 'Magic.' (See p.14.)



5) Quick Draw - flip the card directly over on to the table so everyone can see it. It does not have to be read out loud before



being answered, and may require physical activity, such as clapping.

6) Numberella - read the questions out loud & follow the instructions. Numberella contains trivia questions on History, Geography and Languages, Dice Duel challenges, and other fun activities.

# Game Cards

All Game Cards share the same layout.

This number helps you track the cards you had difficulties with.



This is the question(s) you answer / problem you solve.

The sand timer can be turned over this many times before the time you have to answer runs out.



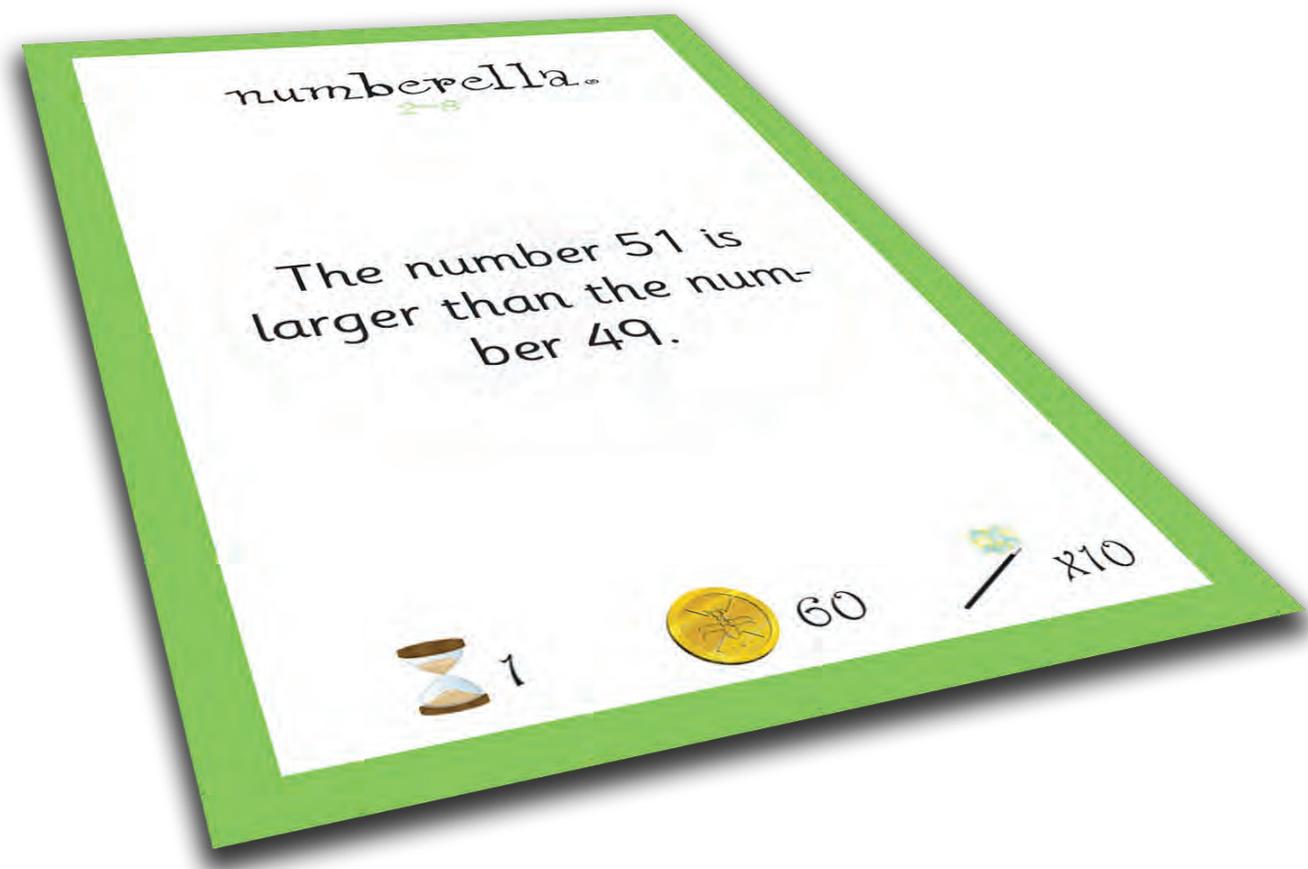
You earn Antcoins for answering a question correctly. For example, for the card opposite you would receive 75 Antcoins from the Ant Bank.

If you answer the question correctly, you can play for bonus Antcoins by rolling for the Magic.



# Magic

There are two different kinds of Magic in the game. Look at the bottom right corner of the Game Card to see which one you have.





Roll two dice. If you roll a double, (e.g. 2 sixe) the value of the Game Card is doubled. For example, if the card opposite was Magic 'D', you would win 120 Antcoins instead of 60.

Roll a dice & multiply by the number indicated. For example, on the card opposite, if you rolled a 2, then you would win  $60 + 20$  Antcoins.



# Harry Hijack & The Fortune Cards

Harry Hijack is the most important Fortune Card, because he allows players to steal each other's turns.



Once a question has been read out/card drawn (depending on the card category), any player with a Harry Hijack card can throw it down and shout 'Hijack!'

The first player to do this then gets the chance to answer the questions.

If the Hijacker answers the question(s)

correctly, she can try to win the Antcoins available by Dice Duelling the player she Hijacked. In a Dice Duel, the players involved each roll one dice. High roll wins and gets the Antcoins, & access to the Magic.

If the Hijacker gets the question wrong, the Antcoins & Magic go to the player she Hijacked. The Hijacked player doesn't even have to answer the question! If no one Hijacks, the original player must answer the question as normal & if correct, he wins the Antcoins & access to the Magic. If incorrect, he gets nothing.

The other Fortune Cards are called Miss A Go, Jin Genie, The Thief, and Ronnie Resist, and can be used as follows:

# Miss A. Go



Give Miss A Go to an opponent to make them miss their turn. Two Miss A Gos? Miss two turns!

# Jin Genie



Hand Jin Genie to The Banker to receive 30, 50 or 100 Antcoins from the Ant Bank.

# The Thief



Use The Thief to steal 30, 50 or 100 Antcoins from an opponent!

# Ronnie Resist

Block The Thief, Harry Hijack, and Miss A Go with Ronnie Resist.



You can also use Ronnie Resist to block Ronnie Resist.

# Fortune Card Extras

1) With the exception of Harry Hijack & Ronnie Resist, Fortune Cards can only be used on a player's own turn.

2) All Fortune Cards can be traded - trades can only be initiated by a player on their own turn.

3) A player can still use Harry Hijack, even if someone has played Miss A go at them and they are missing their next turn.

4) You can play a Fortune Card at any time during your turn, including after you have cashed in and received a new Fortune Card.

5) If 2 players Hijack simultaneously, they should Dice Duel to decide who gets the

Hijack. The loser of the duel keeps their Harry Hijack card.

6) Any Fortune Cards left in your hand at the end of the game are worth minus 10 Antcoins, which should be paid to the Ant Bank.

## Finishing A Turn

Once the player has no further cards to play, or Antcoins to cash in, their turn ends, & play proceeds clockwise. If a Game Card was answered correctly, the player keeps the card as part of their collection.

# Collections

Players should keep their Game Cards, if answered correctly, once their turn ends. Collect one of each colour to earn a bonus 50 Antcoins, or 3 of a kind for 25 Antcoins.

You can trade Game Cards to try and make a set. It is up to the players to agree the value. You can only initiate a trade when it is your turn.

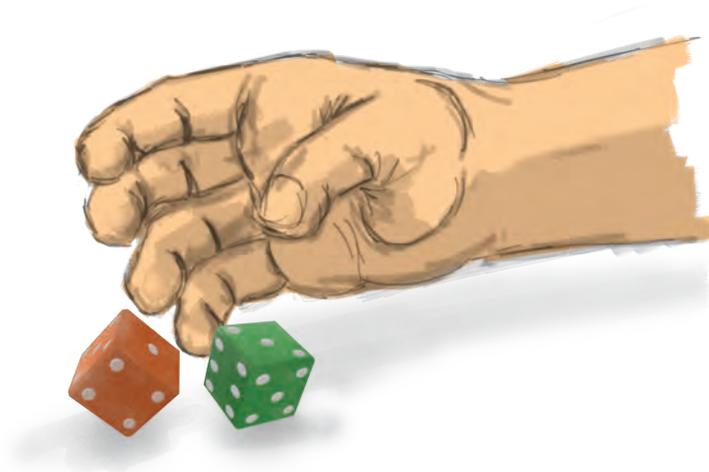
Incorrectly answered cards return to the bottom of the Game Card deck they came from, or if you are teaching with Numberella, collect them so you can revise the topics covered during the game later on. (See page 33).

# Timing

Timing is optional in Numberella, and should only be included when players are confident enough in their mental arithmetic for it not to make the experience negative. However, the goal should be to include it at some stage, as thinking clearly under pressure is an important skill to develop. If you are including it in your game, then players should take it in turns to control the sand timer. Whoever times a question earns 5 Antcoins. The player answering should tell the timekeeper the time permitted, before they start reading the question. When they have finished reading it, the timer can be turned.

# Winning The Game

The first player to hit the Jackpot within the time allowed wins the game. If no one hits the Jackpot, the game is decided by Sudden Death Dice Duel.



Each player declares how many Antcoins they have. (Don't forget all players must pay The Banker 10 Antcoins for any Fortune Cards they have left.)

In a 4 player game, the first duel would be between 3rd and 4th. For every 50 Antcoins that 3rd is ahead of 4th, they

(3rd) add 1 to whatever they roll on the dice. For example, if 3rd is 50 ahead of 4th, rolls 4, and 4th also rolls 4, 3rd wins because with their +1 their total is 5.

The winner of the first Duel then faces 2nd place. Once again, work out the handicap according to the difference in Antcoins. The winner of *this* duel then duels the Antcoin leader, to see who wins the Jackpot.

The Jackpot is not paid in addition to Antcoins earned prior to the S.D.D.D. e.g. If the Jackpot is 700 Antcoins, that is what the winner gets.

\* Note - If the first duel ends in a tie, the second duel is a straight duel! No handicap applies.

## D.I.Y. Cards

Personalise Numberella by writing your own questions on the D.I.Y Cards. Empower students by asking them to write their own questions. Upload the questions you invent at Numberella.Club to earn Clubmin Antcoins.

## Further Rules

- You cannot get a negative score in Numberella.
- You cannot owe anyone Antcoins in Numberella.
- A player doesn't have to reveal their Fortune Card as they pick it up.

- In the Command category, you must finish reading the question before rolling the dice.
- If you successfully Hijack a Game Card, you keep the Game Card in your collection.
- Hot Roll - if two players roll the same number in a Dice Duel, it is called a Hot Roll. The number of Antcoins available on the Game Card doubles, and keeps doubling each time the duel is tied, until there is a winner.
- In Command category stacking questions, the dice must remain stacked until the timer runs out, for the Antcoins to be earned.

- For the 'Philanthropy' & 'Charity' cards in the Numberella category, if two or more players have the same Antcoin total, then they should Dice Duel to decide who pays.
- Once you have played a Fortune Card, you cannot take it back. (Apart from a simultaneous Hijack, see page 23.)
- Once you have played the game a few times, you will need to replace the Fortune Cards in the Fortune Card stacks. To do this, just shuffle the Fortune Cards well and distribute them as described on page 4. 'Fortune Cards Stack 1 & 2' are only relevant the first time you play the game.

# Building A League

To deepen the impact of Numberella, we have built a web/app leader-board system to accompany it. This gives the game continuity and ensures that students keep thinking about maths outside of the classroom - in a positive way!

Visit the website, [numberella.club](http://numberella.club). Open an account, & then simply upload an Excel document with the names of your students on it. Print out your 'sign up pdfs', & give them to your students to take home. Parents just scan the QR codes, sign the consent forms & it's done! If you're playing as a family, why not set up a family league?

## School-Wide Impact

All Numberella levels score at the same rate, so you can run a league for a whole school - a league in which all the players have a similar chance of winning, notwithstanding their age or ability. You could also run a school-wide house competition, giving all children involved an additional sense of purpose and belonging. As a subject, maths will gain a higher profile, increasing engagement across the board.

## Learning Community

To discover more about how Numberella can help integrate school & the local community, visit [numberella.club](http://numberella.club).

# Teaching With Numberella

Teaching Tips

Discard Pile Revision

Make it Yours

Numberella Clubs

Make money with Numberella

ANT Products



## Teaching Tips

Numberella was designed first and foremost as an educational game, to help children struggling to engage with maths to become more enthusiastic about the subject.

If you're using it to help teach maths, then you can use the Hijack Card as a way of explaining a new concept to a student when they get stuck. Hijack their question when you see them struggling - this takes the heat off them, and still give them a chance to win the Antcoins available, meaning they stay focussed whilst you explain a topic. If you're out of Hijack Cards just call it a 'Teacher Hijack!'. The student is unlikely to complain.

Use D.I.Y. cards to incorporate specific elements of what you're teaching into the game; encourage students to come up with their own questions to increase their sense of ownership and involvement.

## Discard Pile Revision – Learning Ending

As students play the game, they collect all the cards they answered during the game, and earn bonus Antcoins for making collections. (See page 24.) At the end of the game, you can use the discard piles to debrief. Ask the students the questions again, to reinforce the topics covered. If you're running a Numberella League, why not credit the Antcoins to the league, if the student gets a question right, that they previously got wrong? Going over topics again will increase

the likelihood that the knowledge will enter their long term memory.

You could even run an alternative ending to the game, where each child has to answer all the questions in their discard pile again, with Antcoins added to the league for every answer they get correct.

### Make It Yours

Numberella is designed to help students enjoy maths. If you want to bend, break, or change rules – then do so! The game is there for you to adapt to your situation. We want it to work for you. If you think you come up with something especially fun and interesting, let us know! We might even include it in a future version of the game.

### Numberella Clubs

Want to make money with Numberella? Then set up a Numberella Club. To do this you'll need to be enhanced CRB cleared (or the equivalent for your country). Once you are registered with us, we will advertise you as an official Numberella Club on our website. It's up to you to find a venue for your club, but why not ask a local school if they will host you?

### Make Money with Numberella

You decide what you charge, but we recommend £10 per

student per hour, or the equivalent in your country. By becoming an official Numberella Clubmin, you will also be entitled to a share of the proceeds of any ANT products you sell. We will issue you with a coupon code which your customers can redeem on the website, where they will also receive 10% off the R.R.P. to incentivise them to buy through you. You will receive 20% of the R.R.P, for any other ANT products. By becoming a Numberella Clubmin, you will also be entitled to enter your team into the Numberella Club Cup, where you can win amazing prizes like iPad Pros, trips to Fun Parks, and much more.

If you submit questions to the Numberella database, then you can also earn Clubmin Antcoins, which you can redeem in shops participating in the Learning Community scheme. See the website for details.

### ANT Products

Designed for use by parents and teachers, ANT products combine brain training methodologies that improve processing speed with motivational structures that give children a sense of purpose. If used with patience and care, ANT products can significantly enhance numeracy and literacy and lead to a change in a student's attitude to learning. The range includes books, apps and games in both Maths and English.

Visit [ant.london](http://ant.london) for links and testimonials.

# Level 1 Answers

Q	T/F	Word	High Pressure												QD	Numberella
			Reading card left column, then right column													
1	TRUE	6	2	10	90	60	60	16	20	18	20	12	35	30	4	/
2	FALSE	18	0	4	4	8	5	1	6	2	2	4	5	1	57	/
3	TRUE	20	5	6	5	9	10	7	8	2	9	3	11	8	12	un, deux, trois
4	FALSE	10	12	45	10	40	2	12	25	10	20	120	4	5	99	/
5	TRUE	30	0	4	6	5	0	3	1	0	20	1	0	3	109	/
6	FALSE	SQUARE	6	14	5	12	10	6	9	14	6	11	8	11	303	Washington, D.C.
7	FALSE	2	6	6	10	7	8	6	1	0	1	3	0	2	5	/
8	TRUE	26,109	10	6	6	5	9	3	30	1	9	3	2	20	9	/
9	FALSE	30 seconds	4	25	50	7	9	15	20	4	20	7	11	8	0	/
10	FALSE	15	50	30	60	8	10	15	30	20	0	8	12	10	4:45	/
11	TRUE	21	1	35	70	9	12	15	40	3	1	9	12	11	5 1/2	/
12	FALSE	70 Antcoins	15	40	80	10	14	15	50	2	35	11	12	13	10	grazie, gracias, danke, dankjvell, danyavad, xiexie
13	FALSE	2	10	7	9	1	2	30	4	0	30	16	8	10	Circle	/
14	FALSE	24	8	3	8	9	40	24	20	4	40	8	40	27	Square	/
15	FALSE	150 Antcoins	55	18	30	18	24	55	30	24	50	28	11	24	Triangle, Blue	1914
16	FALSE	5	3	9	28	55	1	8	15	2	4	12	22	8	15	/
17	FALSE	28	6	16	18	45	44	44	55	12	8	3	20	18	20	/
18	FALSE	20 paws, 12 eyes	36	3	18	36	5	18	4	36	2	11	28	36	45	London, Paris, Berlin
19	FALSE	105	16	19	11	3	2	7	1	3	15	35	0	10	8	/
20	FALSE	76	45	17	11	3	2	10	20	3	2	40	2	10	11	/
21	TRUE	5	20	15	15	3	2	7	20	15	25	18	0	10	80	Two in the bush.
22	FALSE	120	7	6	8	5	2	14	16	1	9	3	0	10	1 1/2	/
23	FALSE	350	2	4	0	7	9	40	1	1	20	12	4	16	6	/
24	TRUE	515	20	5	0	3	0	3	2	3	20	0	0	8	Triangle	Hamlet, Macbeth, The Tempest, Julius Caesar, Othello, etc
25	TRUE	3	7	4	0	7	10	5	5	1	20	0	6	10	985	/
26	FALSE	356	9	8	5	3	9	10	6	2	20	8	2	1	495	/
27	FALSE	3	3	0	6	2	8	1	2	1	20	1	1	2	7:20 - 7:25	/

## Level 2 Answers

Q	T/F	Word	High Pressure									
			Reading card left column, then right column									
1	F	12	56	11	6	4	132	30	44	16	32	120
2	T	10	-9	8	-5	6	-5	-9	-4	5	-2	-3
3	T	23,450	7	19	21	7	18	13	14	9	23	11
4	F	16	5	3	9	4	12	7	7	11	4	6
5	T	60	110	63	10	35	84	25	63	99	40	24
6	F	30	5	-1	-2	7	-11	3	3	9	-3	5
7	F	South	19	14	13	6	16	14	17	13	14	14
8	F	1/5	5	4	9	10	3	12	2	11	6	6
9	F	10 mph	40	120	56	60	5	40	44	72	30	48
10	F	21	-4	-7	-9	3	1	8	-1	5	-1	0
11	F	4	7	8	12	3	13	11	12	14	14	19
12	F	20:30	8	5	4	9	1	6	8	9	6	12
13	F	300	1 1/2	1 2/3	1 1/3	2	2 1/3	3/4	1 2/5	3 2/3	4/5	2 1/2
14	F	7h 50 mins	1 2/3	1 2/3	2 1/2	1 1/5	4 1/2	3	2 1/4	2/5	9/10	10
15	F	Equilateral	1 1/5	1/3	6	22	35	7	1 1/2	1 3/5	1 5/6	15
16	F	4,140	12	2	40	11	9	4/5	80	40	60	1 1/11
17	F	12:15	22	55	35	27	16	108	144	8	44	50
18	F	P'lellogram	3 1/2	2/5	2 2/5	7/10	1	5/11	45	45	63	24
19	F	8	96	8	16	-10	5	7	5	10	36	11
20	T	2 AC	15	9	14	-2	7	17	45	-8	1	32
21	F	7 hours	72	3	19	1	23	5	108	14	72	6
22	F	60	16	-4	18	-6	9	17	16	21	9	15
23	T	7	-4	-2	16	7	-5	11	-6	0	24	18
24	T	6 x 5, 3 x 15	12	20	30	96	64	12	6	4	16	35
25	T	Cylinder	-2	4	50	16	14	-4	12	13	99	7
26	F	26	10	56	7	-2	2	17	1	5	132	17
27	F	7,823	-6	20	14	-9	8	-6	5	-8	55	3

## Level 2 Answers

		QD	Numberella
121	88	81	/
8	-5	27	/
16	19	13	un, deux, trois, quatre, cinq
8	7	90	/
24	27	64	
-1	-4	Four of 1,2,3,4,6,12	Rome
17	19	1/4	/
6	12	72	/
10	7	1 (not prime)	/
-5	4	Base x Height	/
11	9	102	/
0	6	Pentagon	gratias tibi, gracias, grazie, merci, danke, thank you, danyavad
2/3	3 1/3	13 degrees	/
6/11	1 3/7	Kite	/
35	84	Isosceles Triangle	1939
1	1	36	/
77	36	270	/
42	24	0.06	Paris, Berlin, Rome, Warsaw
4	14	8	/
0	9	Triangle (only one with right angle)	/
8	18	No	Spilt milk.
-1	11	15	/
15	8	6000	/
-4	3	1600	Bleak House, Oliver Twist, A Christmas Carol etc
5	4	997	/
7	-4	256	/
5	1	25%	/

# Level 3 Answers

Q	T/F	Word	High Pressure									
			Reading card left column, then right column									
1	F	18	10	-32	24	-72	-30	0	-88	90	0	
2	T	0.07	14	-19	-2	3	14	-1	7	7	-11	
3	T	60 and 84	19	-2	10	7	10	-2	-7	-3	20	
4	F	980	- 2/11	5/12	-4 1/2	- 3/8	- 7/10	-1 3/4	- 1/8	-1 1/9	8	
5	F	208	-6	33	12	0	-3	-12	7	-28	54	
6	F	5525 Antcoins	-6	2	2	10	-14	-8	9	23	12	
7	T	16 cm	-14	-8	7	-17	-6	-9	-12	21	5	
8	T	4 days	-3/4	2/3	11	0	-10	- 1/4	1 1/11	- 1/4	9	
9	F	6.98	60	45	60	45	-18	-36	0	54	28	
10	F	1 in 2, 1 in 4	-18	-6	-5	5	19	3	-15	12	9	
11	F	2,385	9	1	6	-20	12	-16	-8	-10	-4	
12	F	32	-1 1/2	-6	3/5	- 1/2	1 2/3	-3	0	1 1/2	-7	
13	F	595 Antcoins	1 1/2	-1 1/8	-4	0	-4	-1 3/5	2/5	-4	-1	
14	F	150 Antcoins	-1 1/3	3/4	1/3	-2 1/2	- 1/2	1/9	5/9	1 1/10	1 1/3	
15	T	1.52kg	3/4	0	1/12	-20	24	-42	- 1/2	0	-1/4	
16	T	1.8m	-99	0	-20	1/9	-1 1/9	3	54	90	45	
17	F	One third	-5	36	14	45	18	64	-108	10	-8	
18	T	2 cm	1 1/5	6/7	- 6/11	1	1 1/9	0	-7	1	-9	
19	T	200	96	-17	4	-15	-7	-6	4	-6	36	
20	F	1,650	-49	-14	10	-3	17	5	-5	-12	-17	
21	T	297	56	-5	-6	6	4	-13	8	16	0	
22	F	314	-1	4	-12	1	9	13	-108	13	5	
23	T	13500 Antcoins	-9	-6	60	-1	5	-96	-3	-6	-25	
24	T	Isosceles, 70	44	-1	49	-40	-50	-35	11	-14	0	
25	F	2^3, 3^2, 2^4, 5^2	11	2	60	5	4	4	-10	-3	56	
26	F	4	-4	21	1	9	20	14	12	-9	-9	
27	T	2	5	36	18	3	16	7	0	2	88	

# Level 3 Answers

			QD	Numberella
35	-20	7	169	/
13	12	15	$4\frac{1}{3} - 4\frac{1}{2}$	/
1	-2	15	-343	un, deux, trois, quatre, cinq, six, sept, huit, neuf, dix
$-1\frac{2}{3}$	$\frac{1}{6}$	$\frac{1}{3}$	-3	/
-90	-72	90	24.7	/
12	-16	-3	287.25	Canberra
-9	-15	13	36,29,22,15,8,1,-6,-13,-20	/
$-\frac{3}{4}$	$2\frac{1}{3}$	$-\frac{1}{6}$	Isosceles Trapezium	/
10	-108	-72	-60	/
-13	0	14	Length x Breadth x Height	/
-2	-12	-5	5	/
-2	-4	$3\frac{2}{3}$	4	Danke, Merci, Dankjevell, Thankyou, Gracias, etc
$\frac{5}{6}$	$-\frac{1}{2}$	0	720 degrees	/
$-\frac{1}{2}$	$-\frac{1}{3}$	$\frac{1}{3}$	60 degrees	/
40	0	42	-34	1916
$2\frac{1}{4}$	$\frac{1}{2}$	$-\frac{1}{9}$	-216	/
-33	24	-90	940	/
35	-18	-88	10	Manila, Beijing, Wellington, Lima
-30	3	1	1024	/
-36	8	-10	$7\frac{1}{15}$ (Just over 7 will do)	/
60	-10	4	40	9
-20	-13	1	2,3,5,7,11,13,17,19	/
-8	-17	40	162	/
0	10	0	$\frac{9}{32}$	Any Shakespeare play, any Dickens novel, any Kubrick film.
-16	5	6	Dodecahedron	/
9	4	-3	4	/
-19	-6	6	13,26,39,52,65	/





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