

# Hungry HIPPO!



***Hungry hippos like to eat, but don't get greedy or you'll be beat!***

Object: To be the player with the highest score at the end of the game (after FIVE rounds – H-I-P-P-O)

**Number of players: 2-4**

Materials: Game board (reproducible), *No Peeking on Your Turn!* multiplication reference chart, a pair of number cubes, pencils

How to Play: Players roll the number cubes to determine who goes first. Multiply the number on each cube. The player with the highest product goes first.

The student with the highest product then rolls the number cubes again and finds the product of the two numbers (e.g. a roll of 2 and 4 would be  $2 \times 4 = 8$ ). He or she places this product in the “H” column of the board. The player continues to roll and add the products up until: 1) he or she decides to stop OR 2) a “1” is rolled. If a “1” is rolled, the player loses ALL points for that round. If double “1s” are rolled, the student loses ALL points so far....so don't get greedy! After the student decides to quit or rolls a “1” or double “1s,” the next player takes his/her turn. Once all students have taken their first turn, the “H” round is over and students move to the “I” round. Play continues until all five rounds (H-I-P-P-O) are complete. When all five rounds are complete, the students add the sums of each column (H+I+P+P+O) and the student with the highest score wins.

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**H**

**I**

**P**

**P**

**O**