



HOW TO PLAY MATHDICE[®] COMPETITIVELY

Materials Needed:

- MathDice Dice Set
- Rule Clarifications Sheet

Object:

Combine the Scoring Numbers in an equation to match or come closest to the Target Number.

To Play:

- Step 1** One player rolls the two 12-sided Target Dice. To establish a Target Number, multiply them together. For example, if you roll a 7 and 4, the Target Number is 28.
- Step 2** Then roll the three 6-sided Scoring Dice to establish three Scoring Numbers. For instance, you may roll a 5, 2, and 3.
- Step 3** Using the Scoring Numbers, create an equation to calculate the closest number possible to the Target Number. Your answer could be above the Target Number, below the Target Number, or hit the Target Number exactly, depending on the numbers rolled and what you do with them.
- Step 4** To create your equation, use each Scoring Number once and only once, along with any combination of the following operations: addition, subtraction, multiplication, division, powers, and roots. You may use the Scoring Numbers and operators in any order.

Scoring:

- Your goal is to beat your opponent by getting closer to the Target Number, faster. Once you have an answer you are satisfied with, call it out. The first player to call out an answer claims that number.
- If the Target Number hasn't been reached, other players then have 15 seconds to respond with a new answer that is closer to the Target Number. (The player with the current best answer must remain silent while the other players try for a better answer.) This play continues, with an additional 15 seconds added after each improvement, until one player hits the Target Number exactly, the other players forget the point, or the limit for calculating is reached.
- The player with the closest number at the end of the point must state the equation he or she used to reach the answer. If it is correct, the point is won. If incorrect, the player with the next closest answer must state his or her equation and gets the point if it is correct.
- The first player to win 4 points wins the game.
- Note: If you are playing competitively, Math Dice is a "mental math" game . . . pencil, paper, or a calculator are not allowed. While mental math is strongly encouraged in this game, we have also provide a worksheet for students to show their work if desired.

Simpler Version:

- Roll only one 12-sided die.
- Roll two 12-sided dice and ADD the two numbers to together to create the Target Number.
- Relax the time constraints.
- Allow the use of paper and pencils or calculators.