



MATHDICE[®]

CENTER

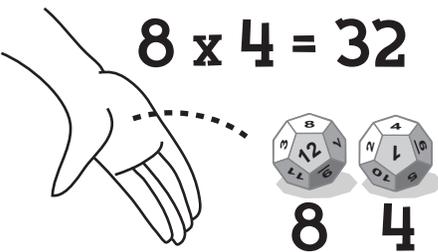
BASIC RULES

What You Need

Two 12-sided Target Dice, three 6-sided Scoring Dice and a paper and pencil to keep track of points.

To Play

Step 1

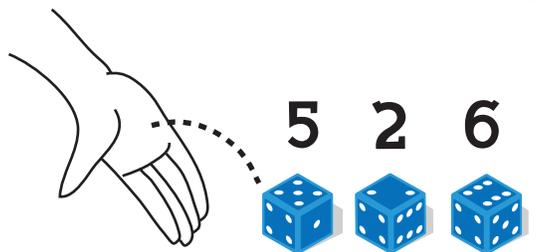


$8 \times 4 = 32$

8 4

Roll the 12-sided Target Dice. Multiply the two numbers - this is your TARGET NUMBER.

Step 2



5 2 6

Roll the three 6-sided Scoring Dice.

Step 3

$(5 \times 6) + 2 = 32$

Combine the three Scoring Dice in any way to match or come closest to the Target Number.

Step 4

$(5 \times 6) + 2 = 32$
I called out 1st, so
I win a point!

Win a point if you are the first player to hit or come closest to the Target Number.

Additional Rules

- All three Scoring Dice must be used ONCE in your equation.
- You may use addition, subtraction, multiplication, division and powers in your equation.
- The first player to come up with an answer may call it out.
- If a player **HITS** a Target Number he or she must state the equation used and, if correct, wins a point.
- If a player **COMES CLOSE** to the Target (either higher or lower) but does not hit the exact number, all other players may have a chance to come closer to the Target Number. Players may go back and forth as many times as they like until determining that they can't get any closer to the Target. The player that has a number **CLOSEST** to the Target wins a point.
- If there is a tie, neither player gets a point.

Winning

The first player to earn **FOUR** points wins!