# MATH ROLLERS

# **A Mathematical Card Game**

(November 3, 2020)

**Math Rollers** is a mathematical card game that uses two dice to form equations. Add, subtract, multiply or divide the two numbers rolled to form solutions to equations.



# **COMPONENTS:**

- 72 (2x3) or 54 (2x2) lasercut cards
- two white dice
- two equation "cheat" sheets.
- one coloured die.

# **SETUP:**

1.Shuffle the cards.

- 2. Give each player five cards.
- 3.Place remaining cards upside down in a draw pile.
- 4. Determine scoring: either total points or total cards.

### **GAME PLAY:**

The game is played in rounds. On each round, a player will roll all three dice.

All players will:

- Determine if they have a number that matches one of the two to four math equations that can be formed from the two numbers on the white dice.
- Secretly pick a card with either the highest or lowest matching number based on the coloured die. If the die is 1 to 3 then your lowest numbered card should be selected. Otherwise, select your highest number.
- If the player has no matching number, strategically pick any numbered card.
- Wait for all players to select their card.
- Reveal their cards.
- Select a winner of the round only if there is at least one number matching one of the valid equations.

# WINNING A ROUND:

The player with the lowest or highest matching number (as determined by the coloured die range) will collect all the cards and stockpile them for scoring later.

If there is no winner, or there is a tie, then all cards remain in place for the next round.

At the end of the round, each player takes one card from the draw pile to maintain five cards in their hand.

# **NOTES:**

• When you have **no matching answer** for the dice roll, select any card from your hand, usually the lowest. Be strategic in your selection.

# **ENDING THE GAME:**

The game is over when there are no more cards to draw and at least one more round has been played with five cards in everyone's hand.

# **END OF GAME SCORING:**

If you chose to count cards, the winner has the most cards. Use this method with younger children.

If you chose to count points, the winner has the highest total of points in their hand.

If there is a tie, play at least one more round with four cards in your hand.

Print a full set of instructions at www.BRAINY.games/instructions



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#### **Mathematical Die Rolls**

**Equations** 

Dice Rolls	
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••	
•••	

•

1+1= <b>2</b> 1÷1= <b>1</b>
1+2= <b>3</b> 2-1= <b>1</b>
2x1= <b>2</b>
1+3= <b>4</b> 3-1= <b>2</b>
3x1= <b>3</b>
2+3= <b>5</b> 3-2= <b>1</b>
2x3= <b>6</b>
2+5= <b>7</b> 5-2= <b>3</b>
2x5= <b>10</b>
2x2= <b>4</b> 2÷2= <b>1</b>
3+4= <b>7</b> 4-3= <b>1</b>
3+4= <b>7</b> 4-3= <b>1</b> 3x4= <b>12</b>
3+4= <b>7</b> 4-3= <b>1</b> 3x4= <b>12</b> 4x4= <b>16</b> 4÷4= <b>1</b>
3+4= <b>7</b> 4-3= <b>1</b> 3x4= <b>12</b> 4x4= <b>16</b> 4÷4= <b>1</b> 4+4= <b>8</b>
3+4=7 4-3=1 3x4=12 4x4=16 4÷4=1 4+4=8 6+4=10 6-4=2
3+4=7 $4-3=13x4=124x4=16 4\div4=14+4=86+4=10$ $6-4=24x6=24$
3+4=7 $4-3=13x4=124x4=16 4\div4=14+4=86+4=10$ $6-4=24x6=246-5=1$ $5+6=11$
3+4=7 $4-3=13x4=124x4=16 4\div4=14+4=86+4=10$ $6-4=24x6=246-5=1$ $5+6=116x5=30$
3+4=7 $4-3=13x4=124x4=16 4\div4=14+4=86+4=10$ $6-4=24x6=246-5=1$ $5+6=116x5=306-3=3$ $3+6=9$

Dice Rolls	Equations
$\bullet$	1+4= <b>5</b> 4-1= <b>3</b>
	4x1= <b>4</b>
$\bullet $	1+5= <b>6</b> 5-1= <b>4</b>
	5x1= <b>5</b>
•	1x6= <b>6</b> 6-1= <b>5</b>
	6x1= <b>6</b>
	2+4= <b>6</b> 4-2= <b>2</b>
	2x4= <b>8</b>
••••	2+6= <b>8</b> 6÷2= <b>3</b>
	6x2= <b>12</b> 6-2= <b>4</b>
••••	3x3= <b>9</b> 3÷3= <b>1</b>
	3+3= <b>6</b>
•••	5-3= <b>2</b> 3x5= <b>15</b>
	5+3= <b>8</b>
	4+5= <b>9</b> 5-4= <b>1</b>
	4x5= <b>20</b>
	5+5= <b>10</b> 5÷5= <b>1</b>
	5x5= <b>25</b>
	6÷6= <b>1</b> 6+6= <b>12</b>
	6x6= <b>36</b>