SCRxBBLE MATH

36	20	20	4	8	11
5	25	8	15	24	7
2	2	1	5	10	15
4	24	9	30	12	9
10	16	3	6	7	3
11	18	12	16	18	6

GOAL
Two or more players compete to use math to collect words from adjacent letters.

SET UP
Print one of the game boards above.
Flip at least 30 of your Scrabble® letter tiles face down between the players.

RULES
Playing in turns, each player rolls two dice and flips over a random tile.
A player calls out an equation and outcome from the two numbers.
Only twenty outcomes (add, multiply, subtract, divide) are possible:
1-12, 15, 16, 18, 20, 24, 25, 30 and 36. (See **Cheat Sheet** below.)

Place the letter tile on your chosen number.
Check to see if a word appears from adjacent letters.
Words can be found in any of eight directions:
up or down, diagonally, backwards and forwards.
If you spot a word(s), call it out and collect the letters.
It is possible to make two or more words at the same time.

The minimum word length is three letters.
However, the youngest player(s) can form two-letter words.
It is possible to form more than one word simultaneously.

Once all the tiles have been laid, players count
the number of tiles to determine the winner.
In case of a tile, whoever has the highest valued tile(s) is the winner.
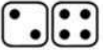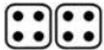
EXAMPLE
Roll **5** and **3**. Flip "**I**". Choose 3x5=**15**.
Makes two words: **SIX** and **LINT**.
Collect the letters.

CHEAT SHEET

Dice Rolls	Equations	Dice Rolls	Equations
⚀ ⚀	1+1=2 1÷1=1	⚀ ⚁	1+4=5 4-1=3 4x1=4
⚀ ⚁	1+2=3 2-1=1 2x1=2	⚀ ⚃	1+5=6 5-1=4 5x1=5
⚀ ⚂	1+3=4 3-1=2 3x1=3	⚀ ⚅	1x6=6 6-1=5 6x1=6
⚁ ⚂	2+3=5 3-2=1 2x3=6	⚁ ⚃	2+4=6 4-2=2 2x4=8
⚁ ⚃	2+5=7 5-2=3 2x5=10	⚁ ⚅	2+6=8 6÷2=3 6x2=12 6-2=4
⚁ ⚁	2x2=4 2÷2=1	⚂ ⚂	3x3=9 3÷3=1 3+3=6
⚂ ⚃	3+4=7 4-3=1 3x4=12	⚂ ⚃	5-3=2 3x5=15 5+3=8
⚃ ⚃	4x4=16 4÷4=1 4+4=8	⚃ ⚃	4+5=9 5-4=1 4x5=20
⚃ ⚅	6+4=10 6-4=2 4x6=24	⚄ ⚃	5+5=10 5÷5=1 5x5=25
⚄ ⚅	6-5=1 5+6=11 6x5=30	⚅ ⚅	6÷6=1 6+6=12 6x6=36
⚅ ⚂	6-3=3 3+6=9 6x3=18 6÷3=2		