



MABBLE_o

Players

Two to four

Game Pieces:

Number and operation tiles, gameboard, scoring sheets.

Objective:

To gain the highest points from completing number sentences in a 'Scrabble-like' or crossword fashion.

How to Play:

- Place all the number tiles face down on the table, and all of the operation tiles face up.
- Each player is dealt seven number tiles. The operation tiles remain in one pile, for use by all the players.
- Players take turns to use some or all of their number cards to make one correct equation, such as $13 \times 3 = 39$, where each symbol is represented by one tile. Players may take the operation or equal tiles to complete their equations. (For equations where order of operations is important, the player must explain the equation and record it correctly on their score card)
- The first player must place his or her equation through the centre of the grid.
- Players must build their equations so that they join or intersect either horizontally or vertically with any existing equation already on the board (similar to a standard cross word puzzle).
- When a player has taken a turn, he or she must replace the number of tiles used from the pile.
- For each new equation players score the sum total of the digits on the cards and 1, 2, 3, or 4 points for +, -, \times , and \div respectively.
- If a player is unable to form an equation for his or her hand, he or she can either pass or return all the tiles to the pile in exchange for 7 new tiles.
- Play continues until no further tiles are left or no further equations can be made.
- Players keep a tally of their own points. The player with the highest score is the winner.

[illegible][illegible]