MATH DICE CHASE®

MATHEMATICAL HOT POTATO

INSTRUCTION MANUAL

Math Dice® Chase puts a mathematical spin on the classic game of hot potato. When you've got the dice, you'll have to think fast to come up with the answer to a multiplication problem. Don't dilly-dally; get caught with both pairs of dice and you're out!

INCLUDES:

- 2 Blue 12-Sided Dice
- 2 Purple 12-Sided Dice
- Game-Go Bag

YOUR GOAL:

Solve multiplication problems as quickly as you can to avoid getting caught with all the Math Dice.

SET-UP:

All players sit in a circle. Give the two pairs of dice to players on opposite sides of the circle (purple on one side, blue on the other).

STEPS TO PLAY:

1. Players roll their dice and multiply the two numbers that appear face-up.

2. Players with dice call out their answers. An answer must include the full equation. For example, the numbers that are being multiplied ("8 x 4") and the resulting number ("equals 32"). If the equation is correct, the dice get passed to the player to the left. If it isn't correct, see the section on "Challenge Rules".

Example of complete answer:

"$8 \times 4 = 32$"

Note: When calling out an equation, the dice should not be touched and they must be visible to all players. Dice cannot be picked up and passed until an answer has been called out.

3. Players keep rolling, calling out equations, and passing pairs of dice until a player is caught with both sets of dice. This player must sit out for the remainder of the round.

4. When only two players remain, each player rolls one die and then these numbers are multiplied. The first of the two players to call out a correct equation **WINS!**

Note: If a winner cannot easily be determined, players should continue to re-roll the dice until the majority of the group (including those who are out for the round) can agree on a winner.

CHALLENGE RULES:

• Players can be "challenged" for an incorrect equation. When this happens, the challenger simply yells "CHALLENGE!" All play stops and all players listen to the challenger repeat the incorrect equation followed by the correct equation. If the challenger is correct, the player challenged is out for the round. If the challenger is incorrect, he/she is out for the round.

• If a player has not yet been challenged, that player may correct him/herself by calling out a new equation. Other players may then challenge the new equation, but not go back to challenge the first equation.

• Players who are already out of the round cannot initiate a challenge, but can help determine if a challenge is correct.

• Once dice are rolled, a previous roll cannot be challenged.

GAME VARIATIONS:

- The game can be adapted to suit different math levels. For example, instead of focusing on multiplication, the game can be played using addition or subtraction.

- To play with more than 6 players, we recommend adding more pairs of dice. Added dice keep game play competitive by increasing the chances of getting caught with two pairs of dice. See the chart on the next page for how to play with up to 12 players.

RECOMMENDED NUMBER OF DICE:

# of players	4-6	7-9	10-12
Sets of Dice	2	3	4

ABOUT THE INVENTOR:

Ann Bremner has been teaching grades K through 5 for more than 20 years, and is currently the Math Coordinator at St. Stephen's & St. Agnes School in Alexandria, Virginia. Ann has developed a number of after school and summer math programs, and she is always looking for new ways to make learning math more engaging for students.

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