



BRIARPATCH 00730 Roll and Match Math Game User Manual

[Home](#) » [BRIARPATCH](#) » BRIARPATCH 00730 Roll and Match Math Game User Manual 

Contents

- [1 BRIARPATCH 00730 Roll and Match Math Game](#)
- [2 Instruction](#)
- [3 CONTENTS](#)
- [4 OBJECT OF THE GAME](#)
- [5 SETUP](#)
- [6 PLAYING THE GAME](#)
- [7 WINNING THE GAME](#)
- [8 Documents / Resources](#)
- [9 Related Posts](#)



BRIARPATCH 00730 Roll and Match Math Game



Instruction

- SCHOLASTIC MONKEYS JUMPING ON THE BED GAME Ages 6 and Up 2 to 4 Players



- SCHOLASTIC ALPHABET MATCH-UP GAME Ages 3 and Up 2 or More Players



- SCHOLASTIC SCAVENGER HUNT ACTIVITY GAME Ages 6 and Up 2 or More Players



- SCHOLASTIC-T-REX ADVENTURE GAME Ages 6 and Up 2 to 4 Players



CONTENTS

24 Number Cards 2 Jumbo Number Dice

OBJECT OF THE GAME

Be the player with the most Number Cards by the end of five rounds of play.

SETUP

1. If this is your first time playing the game, punch out the Number Cards from their punchboards.
2. Shuffle the Number Cards and place five Cards in a line face up in the middle of all players.
3. Place the remaining Number Cards face down in a draw pile next to the line and set the Jumbo Number Dice next to the draw pile.

PLAYING THE GAME

1. The youngest player begins the game by rolling the Jumbo Dice.
2. All players quickly calculate the Target Number based on the Dice. Younger players should use addition, and older players should use addition or multiplication to find the Target Number.
3. Players then add, subtract, multiply or divide numbers on the Cards to create a solution that comes closest to the Target
4. The first player to yell "Math Match!" can win the round. That player must describe how his/her solution most closely matches the Target Number. If the first player cannot make an exact match, then another player is allowed to describe a closer or exact match within 10 seconds. The player with the solution closest to the Target Number is the winner of the round.
5. Players may combine as many Number Cards as they desire to create a solution. They may use Number Cards in any order but can only use each Number Card once. Players can use a Number Card by itself if it

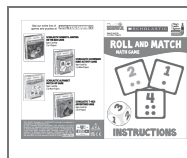
- equals the Target Number. The “Math Match” solution can be above, below or exactly the same as the Target Number. Players can get creative and combine more Number Cards to earn more points.
6. The player who wins the round gets to keep the Number Cards used in the solution as score points (one point per Number Card).
 7. Before the next round, players replenish the Number Cards in the line so that there are five Cards.
 8. Play continues to the left for four more rounds. If the discard pile is used up before the end of the game, players should find a pencil and paper to record player scores and shuffle all used Number Cards to create a new draw pile

WINNING THE GAME

At the end of five rounds, players count their Number Cards (one point per Card). The player with the most Number Cards wins.

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Documents / Resources



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