MATH ROLLERS

Roll Dice, Form an Equation, Pick Your Number, Collect Cards.

In this mathematical card game, you collect numbers that match equations. The player with the most numbers wins.

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 6+1=7
⚀⚃	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		

Each player grabs five cards. On each turn, someone rolls three dice (two white, one red). Using the numbers in your hand, pick a card that matches any equation formed by the two white dice. For example, die rolls 4 and 5 can yield 1, 9 and 20. If you don't have a matcphing number, play any card.

Here's the catch: the red die indicates whether the lowest answer or the highest answer wins all the cards played (1-3 is lowest, 4-6 is highest). The winner claims all the cards to count at the end. In the example on the left, "1" wins the hand. All players draw another card to maintain five cards. Once all cards exhausted, count up your points to determine the winner.

Components: 72 numbered cards, three dice, two "cheat" sheets.
Genre: Educational math game.