

### ***Suggested Strategies***

1. Be sure to check thoroughly that your crossword is valid before declaring "Math Dash." Errors can be very expensive.
2. Be careful about reconstructing your crossword in the latter stages of the round. You might get caught with an undone crossword.
3. When the last "Take 3" is called, make special effort to use the tiles with the highest point value.

### ***Advanced Play (Optional)***

Using any or all the following rules will present further challenge.

### ***Bonus Cards***

Before the beginning of each round, shuffle the deck of Bonus Cards and distribute one to each player. Players place their Bonus Card in the Bonus rectangle nearest to them on the board. All players who use the number on their Bonus Card, in their crossword, receives a bonus score of 3 points deducted from their score that round. At the end of each round the Bonus Cards are collected, shuffled, and redistributed, one to each player.

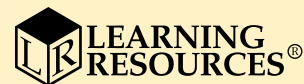
### ***Using Special Colored Squares***

The playing grid had 20 special colored squares. If a player's crossword joins two of these squares, that player's score is reduced by 2 points. If three colored squares are covered, the score is reduced by 4 points, if four are covered, the score is reduced by 6 points; and so on.

### ***Trades***

Players may trade numbers, one for one only, at any time during play. Possible trades should be discussed while play continues.

\* Original game concept by Dwight Bender, an innovative mathematics educational specialist and teacher for over 30 years.



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LER 5030



A CROSSWORD MATH GAME



**WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 years.

## ***Contents***

Game board

80 number tiles

84 operation tiles (+, -, x, ÷, <, >, =)

4 joker tiles

27 bonus number cards

## ***Object***

Math Dash™ is a fast-paced, skill testing math game for 2-8 players. Each player constructs a crossword puzzle using the number tiles drawn from the pile and the operation tiles provided. The object of the game is to complete your crossword correctly before others have completed theirs. At the end of the game, the winner is the player who has the lowest score.

## ***Set Up***

Separate the tiles into three separate piles: numbers and jokers, operations (+, -, x, ÷, </> ), and equal (=) signs. Place all the number and joker tiles face down in the middle of the game board. The operation and equal tiles need to be spread out in piles around the outside of the game board because they can be used at any time by anyone.

## ***Standard Play***

1. Each player starts with one of each five operation (+, -, x, ÷, </> ) tiles and 5 equal (=) tiles. To win the game, all the initial operation tiles must be used. They do not have to be used before more tiles can be taken.
2. One player says "Take 3" to start the game.
3. Each player takes three number tiles from the middle of the board and arranges them to make a correct equation in a crossword fashion (left to right or top downwards) on the grid in front of them. To make the equation use the operation tiles from your hand or the other tile piles. Ex. You draw 2, 3, and 1. You could make the equation  $2 + 1 = 3$ .
4. As soon as any player has used all three number tiles in a crossword, that player calls, "Take 3."

5. Immediately, all players take another three number tiles from the center and adds on to their crossword. The first player to use all six of their number tiles says, "Take 3" and once again all players take three more tiles. Play continues in this fashion, with all players taking three tiles until all number tiles are taken from the center.
6. Once all number tiles are gone from the center, the first player to complete a crossword using all his tiles says, "Math Dash." Round one of the game is complete and the score is calculated. See scoring instructions that follow.
7. At any time during play, a crossword may be shifted on the grid (See Using Colored Squares) or dismantled in full or in part and rebuilt. A crossword can be constructed using any grid lines on the board.
8. Discussion regarding correct mathematical equations is encouraged while play occurs. If players do not agree on an equation, play stops while one player consults a calculator or an adult.
9. During play, if a stalemate occurs and no one can call "Take 3," players must agree to take three more tiles so play can proceed.
10. If there are three players the final "Take 3," one tile will remain unused in the center. If there are two or four players, take one or two tiles at the end.
11. White operation tiles can be used at any time.
12. Equations with more than one addend or subtrahend can be used in the crossword. Ex.  $1 + 4 + 7 - 2 = 10$ .
13. Number tiles can be used to make double or triple digit numbers. Ex.  $22 - 12 = 10$ .
14. Jokers can be used as any number tile. Four joker tiles are used in standard play. The four jokers act as wild cards and can be used to represent any number. A player may replace a joker with the actual number and reuse the joker as a different number in another equation at any time during play.
15. If you run out of a certain operation tile, you may turn over any white tile to show the blank side. This can be used as any operation that is needed to complete an equation. (Does not apply to the original 5 tiles that must be used.)

## ***How to Win the Game***

After all the numbered tiles from the center are gone, the first player who uses all his tiles wins, provided he has used at least one of each equation symbol in his puzzle.

## ***Alternative Game Play***

1. For easier game play, use just one operation symbol or start with the addition and subtraction operation tiles only.
2. In order to level the playing field for players of different ability, individual players can be given a handicap. (Ex. Mary who is a very good math student must make at least one equation that is made with at least four operation signs.)

## ***Scoring***

1. The player who calls "Math Dash" reads all the equations in his crossword aloud. The other players verify its construction. Assuming the crossword is valid, a score of zero is placed on the score sheet for that player for Round One. If the crossword is invalid, all tiles incorrectly placed must be removed from the crossword. The player receives a score of twice the sum of those tiles. **Note:** Tiles may not be rearranged, but only removed until a valid crossword remains.
2. Other players, starting in a clockwise rotation from the winner, reads their crossword equations. For each valid crossword, the sum of the numerical values on the unused tiles is entered on the score sheet. If any of these crosswords is invalid, all tiles incorrectly placed must be removed and their face value counted with the other unused tiles.
3. All number tiles are returned face down to the center of the board to begin the next round of play.
4. Successive rounds are played until one player reaches a total score of 50 to end the game. (The score of 50 may be changed to any value agreed upon by all players after they have become more experienced.)
5. The winner of the game is the one who has the lowest total score when the game ends.
6. Avid players should play as many games as the number of players so that an overall winner can be determined.

**Note:** Using advanced scoring may result in a negative score on any particular round. (See Advanced Play)