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 players 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 if 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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**Contents**

1. **Game board**
2. **80 number tiles**
3. **84 operation tiles (+, -, x, ÷, </> ), and equal (=) signs.**
4. **4 joker tiles**
5. **27 bonus number cards**

**Object**

1. **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.

2. **Setup**

   - **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.

   - **Contents**
     - **4. As soon as any player has used all three number tiles in a crossword, that player calls, “Take 3.”**
     - **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.**
     - **2. One player says “Take 3” to start the game.**
     - **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.**

   - **Standard Play**

     - **1. 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. Successive rounds are played until one player reaches a total score of 50 to end the game.**
     - **5. The winner of the game is the one who has the lowest total score when the game ends.**
     - **Alternative Game Play**

   - **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.)**
     - **3. 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.**
     - **4. All number tiles are returned face down to the center of the board to begin the next round.”**
     - **5. The winner of the game is the one who has the lowest total score when the game ends.**
     - **6. Avoid players should play as many games as the number of players so that an overall winner can be determined.**

   - **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 other players receive 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.”**

   - **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)