

MINUS-PLUSUS

GAME RULES

Video instruction here:



6+8+

age

15

min

2-10

players

CONTENTS

- 10 dice with numbers and mathematical symbols



- game rules

THE GOAL OF THE PLAYER

To score the most points by coming up with correct equations using the dice.

1

ORIGINAL VERSION (age 8+)

PREPARING FOR THE GAME

Prepare a sheet of paper and a pen for writing down the score.

Find a die with an equals sign (it has other signs on it too) and situate it in one place. This die will always mean equals and will not be rolled.



GAME PROCESS

The game consists of rounds.

Each round takes place according to the outline:



2

Roll

A player rolls all 9 dice. Next, from what was rolled out, select all the signs of mathematical symbols (plus, minus, multiply, divide) and spread them around the equal sign.



- * In rare cases, not a single action sign may be rolled out (or the other way around, too many). In that case just roll the dice again.



3

Search

At this moment all the players act simultaneously, trying to think of a correct equation using the numbers and signs showed on the die. Each sign can be used as many times as was rolled out on the dice.

- * For example, if two pluses were rolled out the equation can include two pluses.

Equation

The player who is the first one to think of an equation announces it and uses the dice to construct it.

It can be any equation, just has to be correct. The only restriction is that at least one number has to be a double digit.



4

Check

Players check whether the equation is correct. If it is, the number of points the player receives is the number of dice he or she used in the equation. The die with an equal sign also counts. Writing the score down on the paper marks the end of this round and the next one begins.

Roll the dice again and proceed following the same rules.

THE END OF THE GAME

The game is over when one of the players is able to score 20 points in total. This player is the winner of the game.

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SIMPLIFIED VERSION (age 6+)

The game is played by the same rules as in the original version, with minor changes:

1. Remove the dice with signs multiply and divide, there is two of them in a set. That leaves eight dice. Once again place the equals sign on the table and roll the remaining seven dice.



2. We remove the restriction about two-digit numbers, which means simple examples can be constructed.

$$3 + 1 = 4$$

3. Make sure that out of the seven dice only one or two shows mathematical symbols. If you get more than two, keep rerolling the extra ones until all of them show numbers.

4. Play until one of the players scores 15 points.

6

VERSION WITH INEQUALITIES

The game is played by the same rules as in the original version, with little difference.

In this version of the game all 10 dice are rolled including the one with an equals sign.

It means that in addition to equalities, you can also come up with inequalities, using the signs: more, less, more or equal, less or equal.



$$1 + 4 < 6 + 9$$

7

DIVE IN VERSION

As a basis, you can take any version of the game from the three listed above.

In this version, the goal is not to be the fastest. You roll the dice and time 3 minutes. During this time write down all the equations you are able to come up with on a piece of paper.

When the time is up, the players take turns constructing one of their longest equations using the dice. The person who comes up with the longest equation wins. There can be several winners in this version of the game.

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Digital games can be good for you – proven by «Simple Rules».

Enjoy the game and join us on social media.



info@simplerules.eu

