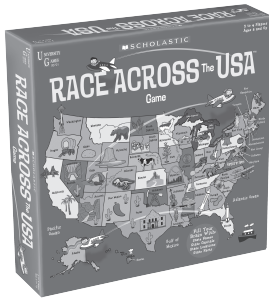




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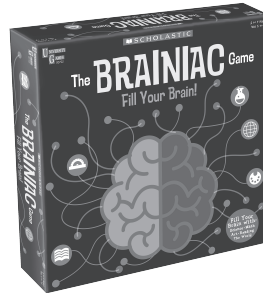
# MATH MATCH™

This game brings together key developmental learning tools with fun game play experiences to inspire kids to learn. With a proprietary leveled-learning approach, kids of different ages and ability levels can play together and answer questions linked to their grade levels and that they are learning in school. Look for our other great Scholastic® learning games at a store near you or online.



**Scholastic®  
Race Across  
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Ages 8 and Up

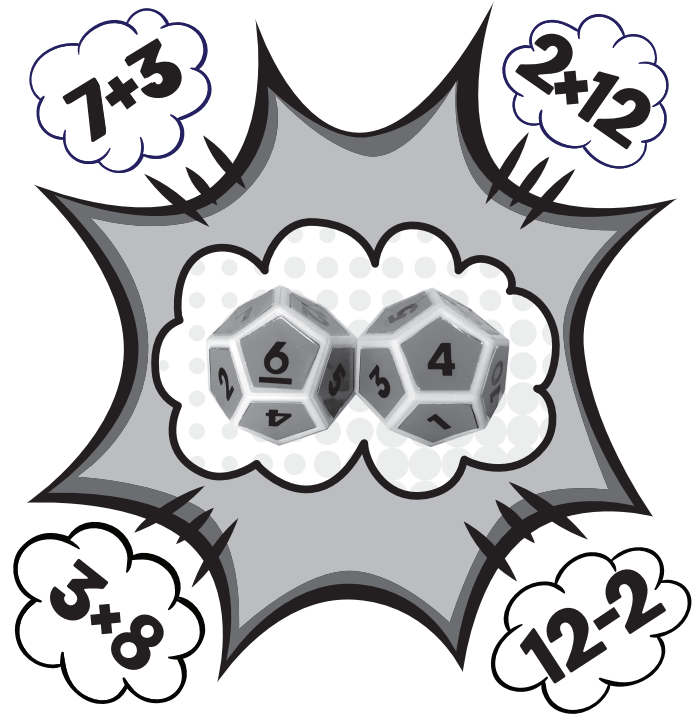


**Scholastic®  
The Brainiac  
Game**

Ages 6 to 12



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## Instructions

## Contents:

- 2 Twelve-Sided Target Dice
- 48 Number Cards



## Object of the Game:

Players add, subtract, multiply or divide Number Cards to get the closest Math Match to the Target Dice. At the end of five rounds, players count their Number Cards and the player with the most Number Cards wins.

*Important: Before the Math Match begins, players must decide if they will play using addition and subtraction (typically ages 5 to 8), or if they will use addition, subtraction, multiplication and division (typically ages 8 and up).*

## How to Play:

1. Players shuffle the deck of Number Cards and place seven Number Cards in a line face up in the middle of the table. The remaining Number Cards are placed face down in a draw pile.
2. The youngest player rolls the Target Dice. Players quickly calculate the Target Number based on the Target Dice – younger players ages 5 to 8 add the two numbers, older players ages 8 and up multiply the two numbers.
3. Players then add, subtract, multiply or divide numbers on the Number Cards to create a solution that comes closest to the target number. Younger players ages 5 to 8 will add and subtract Number Cards to get to a solution; older children ages 8 and up will multiply or divide Number Cards, then use addition or subtraction, if necessary, to get to an exact or near solution.

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 does not 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 Dice 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 to combine more numbers to earn more points.
6. The player who wins the round gets to keep the Number Cards used in their solution as score points (one point per Number Card).
7. Before the next turn, players replenish the Number Cards in the middle of the table back to seven cards.
8. Play continues to the left for five rounds. At the end of five rounds, players count their Number Cards (one point per card). The player with the most Number Cards wins.
9. If the discard pile is used up before the end of the game, players should find a pencil and paper to record player scores, then 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.

*Note: This game can be played with one player to practice math facts.*