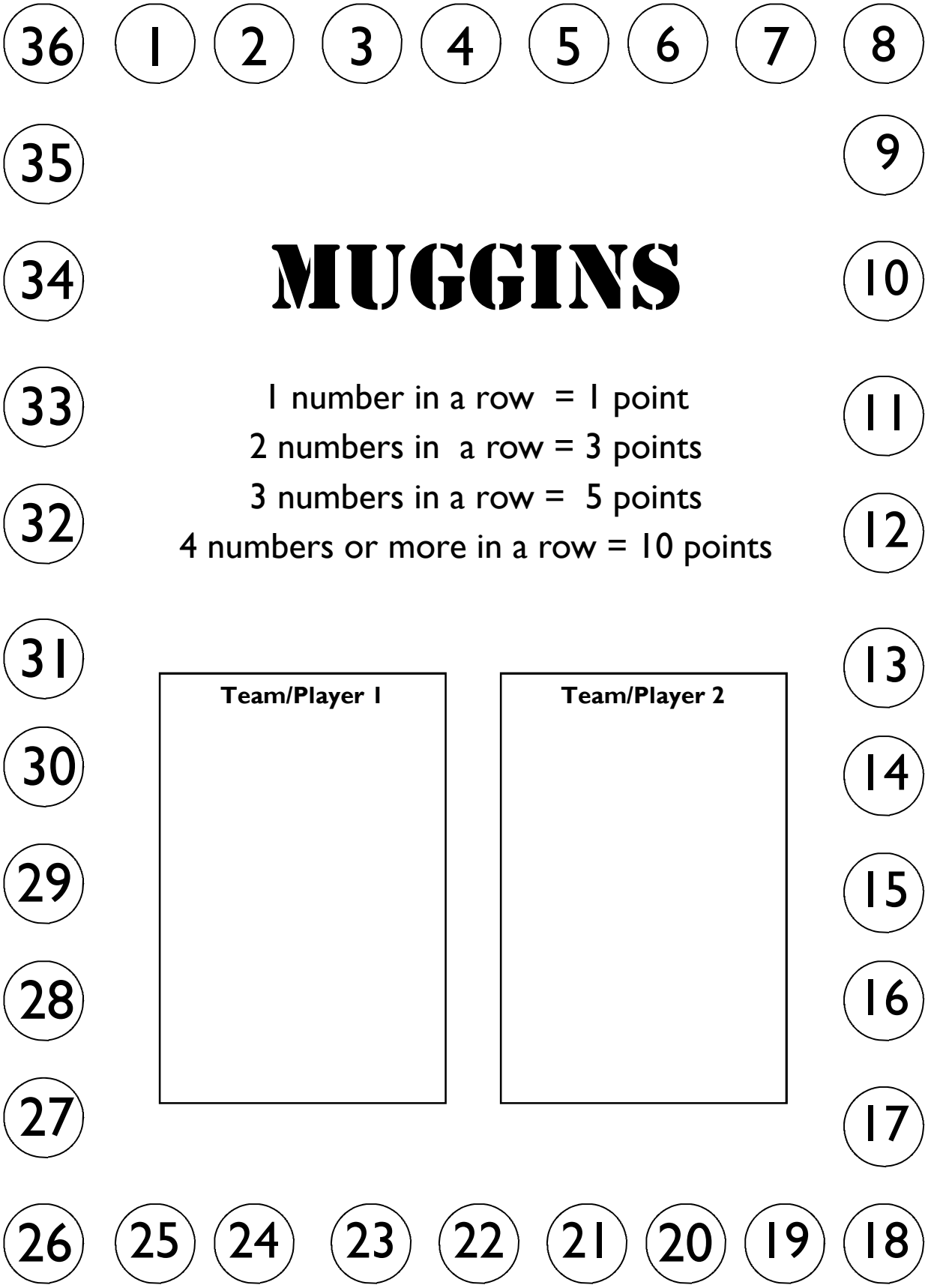

MUGGINS

1 number in a row = 1 point
2 numbers in a row = 3 points
3 numbers in a row = 5 points
4 numbers or more in a row = 10 points

Team/Player 1	Team/Player 2

Muggins Rules

1. Player 1 rolls 3 dice.
2. Player 1 uses any combination of addition, subtraction, multiplication or division with the 3 numbers to find an answer between 1 and 36.
3. Player 1 tells the other players the steps used to get the solution.
4. Player 1 covers the circle containing their answer with either a plastic chip, crayon, marker, etc. and records a point in their box with a tally mark.
5. Player 2 repeats steps 1-4.
6. Once a number has been covered (or "captured"), no other player can cover that number.
7. If a player cannot cover a number, they get 0 points for that turn.

The goal is to reach a set number of points.

Longer games: Goal of 30-50 points.

Mid-length games: Goal of 20-30 points.

Shorter games: Goal of 10-20 points.

Strategy:

To get a larger number of points, teams/players should try to use the three numbers rolled to get an answer that is next to a number they have already "captured". If their answer gives them 2 "captured" numbers in a row, they get 3 points for their answer instead of just 1. Once their answer gives them 3 "captured" numbers in a row they get 5 points instead of 1, etc. (see the chart on the game sheet).

To prevent an opposing team from capturing a string of numbers in a row, a good strategy for a team to use is to try to use the 3 numbers rolled in their turn to find a solution to block an opponent (to keep that opponent from capturing a string of numbers in a row).

Roll Example:

If Team 1 rolled a 5, 2 and 3, they could get many solutions. A few examples would be 5+2+3=10, 5x2+3=13, 5x3+2=17, 5÷(2+3)=1, (2+3)x5=25, 5-3+2=4, 5-2+3=6, etc.

Variations:

1. Use 8, 10 or 12 sided dice and have students play using just addition and subtraction operations.

2. Limit students to using only addition, subtraction and multiplication until division is introduced.

*A great way to introduce the game and its rules is to play a game with students vs. teacher. This is a fantastic game for groups of 4 or 6 divided into 2 teams because kids it encourages students to discuss how they found solutions.