

Multiply and Add

A game for two - four players.

You will need one ten-sided dice (0 – 9).

Each round a new multiplier is chosen from the numbers 2 – 9. The game continues until each multiplier has been used once. If 4 is chosen as the multiplier then it cannot be used any more for that game.

The first player rolls the dice and multiplies the number shown by the multiplier (in this case 4) and adds the number 4 to the total. For example, if player 1 rolls 6, then the score for that player would be $6 \times 4 + 4 = 28$ (or the same as 7×4). Students may make the connection that a quick way to calculate the total is to multiply by one more than the number shown on the dice.

Play continues until all the numbers 2 – 9 have been exhausted. Each player keeps a running total of their score for the round. The player with the highest total is the winner.