

Multiplication Games that can be easily practiced at home:

- Bizz-Buzz
- Egg Carton Multiplication (egg carton, dice, 2 coins)
- Muggins (homemade board, dice, 20 pieces of colored paper/foam for each player)
- BLAST (dice)
- Diamond Mine (dice)
- Four in a Row (dice)
- Right on Target (cards)
- Multiplication War (cards)
- Multiplication Top-It (cards)
- Multiplication Zone (cards)
- Headbanz Multiplication (cards)
- Multiplication "Go Fish" (cards)
- Get the Product (3 dice OR cards)
- Board Game Multiplication (dice, cards)



×	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144



Bizz-Buzz: This is a great game for the car or large groups. You can have anywhere between 2 – 10 players.

Object of the Game: Be the last person to remain in the game.

Rules of the Game: Start in a circle. Pick a number from 2 – 9. Beginning with 1, every person says a number in counting order. If the number is a multiple of the chosen number, that person says “bizz” instead of the number. You can choose 2 numbers and use “bizz-buzz” Stop at the last multiple of the number times 9.

Players are out if they say “bizz” at the wrong time or forget to say it.

Examples:

Choose 4 – “1”, “2”, “3”, “bizz”, “5”, “6”, “7”, “bizz”, “9”, “10”, “11”, “bizz”

Choose 3 and 4 – “1”, “2”, “bizz”, “buzz”, “5”, “bizz”, “7”, “buzz”, “bizz”, “10”, “11”, “bizz-buzz”, “13”

End of Game: The game ends when all but one player are out.



Egg Carton Multiplication: This is just a different way for practicing multiplication facts.

Object of Game: Learn your math facts!

Rules of the Game: Number the bottom of an egg carton with numbers 1-12. You can put the numbers in order or do so randomly. You can put a die in the carton, shake it up, and multiply the number on the die with the number the die fell into.

Another option is put two of something small (coins, cotton balls, chips, etc) into the egg carton. Shake it up. Wherever the two items fall, multiply those two numbers.

One more option is to use one of something small (coin, cotton ball, etc.) and have it represent a number that the student struggles with (for instance, ‘7’). Shake the carton up. Where ever the item falls, multiply the number on the egg carton by the number the item represents (in this case, ‘7’).

End of Game: This game can go on and on... 😊



MUGGINS: (Multi-player) You'll need 20 colored game pieces for each player.

The game board for this is at the end of the packet.

Object: Add, subtract, multiply, and/or divide three (3) numbers shown on the dice to produce an answer. Try to make an answer that helps build and run for you (bonus points) or blocks your opponent's run. Throw in a bluff or challenge your opponent's answer as you try to outwit and outmaneuver each other in this analytical aerobic workout for the mind!

RULES OF THE GAME: Each player selects a piece color. (20 pieces per player.) Each player must first roll all three dice and add the numbers shown to get a total. The player with the highest total becomes Player #1. Play continues clockwise.

Player #1 begins the game by rolling all three dice. Then, selecting any two of the numbers rolled on the dice, Player #1 must add, subtract, multiply, or divide the two numbers together to produce a subtotal. To that subtotal the player must add, subtract, multiply, or divide the third die to produce the total. This total will be the answer placed on the board. The player must use all three dice in a turn but only once each. The choice of operations (adding, subtracting, multiplying, dividing) and the order in which these operations are used on each turn. The answer selected must be an open spot on the board. The strategy is to select the answer that helps build a player's run of 2 to 5 pieces in a row for bonus points or to block an opponent's run. (See Scoring)

For Example: Player #1 (blue piece color) rolls a 1, 3, and 6. Some of the possible combinations are:

$$3 - 1 = 2 + 6 = 8;$$

$$6 \times 3 = 18 - 1 = 17;$$

$$6/3 = 2 + 1 = 3.$$

Notice that each number was used only one time. Player #1 could place a piece in the open 3 spot to build onto an existing run of two blue pieces for five bonus points at the end of the game, or Player #1 might choose to take the open 8 spot to block the yellow's run of four in a row. Either option is a good strategic move.

Bluffing: Bluffing is legal in MUGGINS! if you can get away with it. When a player places a piece on the board, no explanation is given on how the number was produced. Each player is responsible for making sure all moves are correct, i.e. that no one tries to bluff their way onto the board. If a player challenges a move, then the player in question must explain the answer. If no correct solution is given, then the challenger removes the illegal piece from the board plus on additional piece of the bluffer. If a correct solution is given, then the challenged player is allowed to remove one of the challenger's pieces from the board. A challenge must be announced before the dice are touched by another player.

MUGGINS continued:

Triples: Any player rolling triples (Example: 4, 4, 4) must remove one piece of their choice from each opponent. The player must then use the same roll to make a total as in any other turn and place a piece in that answer. It is good strategy to consider the possible answers that can be made with a throw of triples when considering which piece to take from the board from each opponent. Keep in mind that only one piece may be placed in turn.

No Move: If a player has no possible move on a turn, then that player must declare "no move" and pass the dice to the next player. If an opponent sees a possible answer that the player overlooked, then "Muggins!" can be declared as soon as "no move" is announced. The opponent then explains the answer and places a piece of their own color in that spot. The opponent is still allowed a turn in the regular rotation.

Game Ends: The game ends when one of the following occurs;

- All 36 Spaces are filled
- After 3 consecutive rolls by each player with no available move
- After a player has used all 20 of the individual's allotted pieces.

Scoring: Scoring takes place after the game is complete. Each player begins by counting the number of pieces on the board for the individual players. Score 1 point for each space occupied by your piece. Next, bonus points are added to the above score as follows:

- 3 points for each run of two
- 5 points for each run of three
- 7 points for each run of four
- 10 points for each run of five or more. (No additional points are scored for a run greater than 5)

A run can only be counted one time. For example, a run of 4 cannot be counted as two runs of 2 in a row in addition to a run of 4. Also, remember that runs count around corners as if all 36 slots were in a circle.

Multi-Levels: For younger players who understand addition and subtraction but are not yet ready for multiplication and division, play the regular game of MUGGINS! using the three twelve-sided dice and addition and subtraction only. No bluffing is allowed on this level. An even simpler version would be using the three six-sided dice with only addition and subtraction and playing on only the 1 - 18 portion of the board.

For an even greater challenge to the regular MUGGINS! game, try using the three twelve-sided dice or a combination of the sixes and twelve's! For example, try using 1 twelve-sided die with 2 six-sided dice or 2 twelve-sided dice with 1 six-sided die.



BLAST: (Multi-player) A dice game that practices multiplication and addition. The name of this game can change based upon the number of rounds you want to play. BLAST has 5 rounds – one round for each letter of the name.

Object: Be the player with the greatest number of points at the end of the game.

Rules of the Game: One person should be the caller/roller. All players start with 0 points. The caller rolls two dice and states the two numbers. Players must find the product of the dice. Players can decide to STAY, at which point they write down the product under “B” (or the first letter of the game), and their round is over. Or the players can KEEP GOING. The caller rolls the dice again, stating the two numbers. The players must find this product and add it to the previous product. They can again decide to STAY or KEEP GOING.

The end of a round happens when all players STAY or a ‘1’ is rolled. If a ‘1’ is rolled on either dice, the players who were still playing must mark a ‘1’ down as their score for the round. A new round starts with the same rules.

Example: First 3 & 4 are rolled. Then a 3 & 2 are rolled. Then a 5 & 1 are rolled.

Player one STAYS after the first roll – s/he has a round total of 12 (3×4).

Player two STAYS after the second roll – s/he has a round total of 18 ($3 \times 4 + 3 \times 2$).

Player three KEEPS GOING after the second roll – s/he has a round total of 1 because a “1” was rolled.

End of the Game: The game ends when all the letters have been used. The players must add up their totals from each round. The winner has the greatest total.



Diamond Mine: (2-3 players) This game utilizes multiplication and addition,

and it is similar to BLAST.

Object of the Game: Be the first player to hit 201 points.

Rules of the Game: On a piece of paper, each player should draw a line from top to bottom to split the paper in half. On the left side of the paper, write "Round" and on the right side, write "Bank". For each round, the player rolls both dice and multiplies the two numbers. The player may choose to KEEP ROLLING in which case s/he writes the score under "round" OR s/he may choose to STAY and "Bank" the points. If a player chooses to KEEP ROLLING, the product of the next roll is added under "round". A player may continue rolling until s/he decides to STAY and "bank" the points OR a '6' is rolled.

After a player's turn, all the points from the "round" go into his/her "bank" and the "round" will start back at 0 for the next round. It is now the next player's turn.

Rolling Sixes: If one '6' is rolled (that's not a product of 6, but an actual 6), the player who rolled the '6' loses all points for the ROUND and play passes to the next person. If two '6's' are rolled (that's not a product of 6, but actual 6's), the player who rolled the '6's' loses all points in the BANK and play passes to the next person.

End of Game: The game ends once one player has a total of at least 201 points – bank and round combined.



Four in a Row: (2-4 players) Four in a Row is played on a board 7 by 7 units

square; a Target Number is printed on each of the 49 squares (1-49) – you determine the order. The game board for this is at the end of the packet.

Object of the Game: The object is for players to place colored tokens on the board, and to get four of their tokens in a row before their opponent does so.

Rules of the Game: Play starts with one of the players rolling the three scoring dice and placing them in the indicated position at the base of the board. The first player creates an equation with the three scoring numbers that equals his/her chosen target number, and places a colored chip or token over that number. The second player must then turn any one of the dice to a new number, and uses those Scoring Numbers to create an equation to reach a target number of his/her choice, placing a different colored chip on that target number.

End of Game: Play goes back and forth, with each player turning one die to a new face each turn, until one player gets Four in a Row.



Right on Target: (Multiplayer) This game uses all the cards - A = 1, J = 11,

Q = 12, K = 13. It will last longer if you play with multiple decks of cards.

Object of the Game: Be the player with the most cards at the end of game.

Rules of the Game: After shuffling the cards, deal 7 cards to each player. Place the remaining cards in a “draw” pile. Players may look at their hand. Turn the top two cards over. The product of these two cards becomes the “Target”. Each player should choose two cards from his/her hand to try to get closest to the target. The player with the closest product wins all the cards. Each player takes two more cards from the “draw” pile, and the top two cards should be turned over for the new target.

Tie for “Closest to Target”: Players should just one more card from their hand to ADD to their product to get closer. They will then select to three cards from the draw pile.

End of Game: The game ends when all the cards are gone in the “draw” pile.



Multiplication War: (Multi-player) This is just like the card game

“War”. You can use all the cards with the Jack = 11, Queen = 12, King = 13, Ace = 1.

Object: Be the player to gain all the cards from the deck.

Rules of the Game: After shuffling the cards, deal all the cards (face-down) to each player evenly. Players do not look at their cards. Players will take the top two cards from their hand and place them face up. They should state the value of each and find the product (multiply) of the cards. The player with the greatest product wins all the cards. If a player gives the wrong answer, s/he loses his/her cards for that round. If you run out of cards, turn over the cards you’ve won and continue play.

Round 1: P1 has a K & 2 = ($13 \times 2 = 26$), P2 has a 5 & 3 ($5 \times 3 = 15$) – Player 1 wins the four cards

Round 2: P1 has a 6 & 10 = ($6 \times 10 = 60$), P2 has a 8 & 9 ($8 \times 9 = 56$) – Player 2 is wrong, so player 1 wins the four cards.

Equal products: If both players end up with an equal product, they should turn over two more cards each and the same rules of the game apply.

End of the Game: The game ends when one player has all of the cards.



Multiplication Top-It: (2-player) This game is similar to

Multiplication War; however, the point is to be the fastest multiplier.

Object of the Game: Be the player with all the cards at the end of the game.

Rules of the Game: After shuffling the cards, deal all the cards (face-down) to each player evenly. Players do not look at their cards. Players will take the top card from their hand, and on the count of 3, they should turn their card over. The person who states the product FIRST wins both cards. If you run out of cards, turn over the cards you’ve won and continue play.

End of the Game: The game ends when one player has all of the cards.



Multiplication Zone: (2-4 players). You'll need a deck of cards with

A = 1, J = 11, Q = 12, K = 13)

Object of Game: Be the first player to run out of cards.

Rules of the Game: Each player is dealt 10 cards. The remaining cards are put into a pile in the middle with the top card flipped over. Group members need to multiply the top card by 10. This is the target number. Players go through their stack of 10 cards. The object is to find two cards that when multiplied together, the product is in the "target zone" (i.e. If a 4 were flipped up, multiply it by 10, so the target is "40". The target zone would be 40-49).

Players that can make a product in the required number zone can then remove those two cards from the pile. If no one can get numbers into the target zone, you flip over a new card to multiply by 10.

End of the Game: Game play ends when one player runs out of cards.



Headbanz: (2-player) This game is similar to the children's game, Headbandz".

Use cards 2-10.

Object of Game: Be the player with the most cards at the end of the game.

Rules of the Game: After shuffling the cards, place all the cards in a pile, face-down. The first player takes the top two cards, without looking, and places them on his/her forehead. The second player must give the product (multiply the cards) to the first player. Player one must give a guess as to what the value of each card is based on the product. The receive two chances.

If player one gets it correct, s/he gets his/her cards. If player one gets it wrong, s/he must give his/her cards to player two AFTER s/he checks that the correct product was given. If the correct product was given, the cards go to player two. If the incorrect product was given, player one keeps the cards. The game continues the same with player two.

End of Game: The game ends when all of the cards in the pile have been used.



Multiplication “Go Fish”: (Multiplayer) This game is similar to

the card game, “Go Fish”. Use cards (2-10 and the Ace). You may want to use more than one deck to make the game last longer.

Object of Game: Be the player with the most cards at the end of the game.

Rules of the Game: After shuffling the cards, deal 7 cards to each player. The remaining cards get placed, face-down, a “pond” on the table. Players may look at their hand. Player one selects another player to ask for a product. If that player has a product of those two cards, s/he hands over the cards, and Player One puts them into a “matches” pile. If that player does not have the product, s/he says, “Go Fish.” Player One then chooses two cards from the pond. If s/he gets the product asked, Player One puts them into his/her “matches” pile and his/her turn continues. If s/he does not get the product asked, the newly drawn cards go into his/her hand.

Play continues with Player Two doing the same thing.

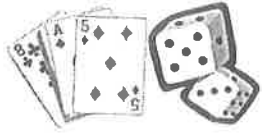
Example:

Player 1 says, “Player 3, do you have two cards with a product of 20?” Player 3 says, “Yes, here’s a two and a ten.” Player 1 puts the cards into a “matches” pile.

Player 1 continues to Player 5 – “Do you have two cards with a product of 16?” Player 5 does not, so s/he says, “Go Fish”. Player 1 draws a 4 and a 4, so s/he puts the cards into a “matches” pile.

Player 1 says to Player 2, “Do you have two cards with a product of 8?” Player 2 does not, so s/he says, “Go Fish”. Player 1 draws a 8 and a 9, so his/her turn ends, and it’s now Player 2’s turn.

End of the Game: The game ends when all the cards in the “pond” are gone.



Get the Product: (2 players) You can use three dice or a deck

of cards (numbers A, 2-10). You may need some scrap paper.

Object of the Game: Be the first player to reach 100 points.

Rules of the Game: Player One will roll three dice (or draw three cards) without Player 2 seeing them. Player 1 then secretly writes the numbers down a piece of paper and *multiplies* them all together. Player 1 will then tell his/her answer to Player 2. Player 2 has to work out the numbers on the dice from Player 1's answer. When Player 2 thinks they have worked out the correct numbers on the dice (or the cards), the dice rolls (or cards) are shown to Player 2.

Now Player 2 rolls the 3 dice (or picks 3 cards) secretly and multiplies all the numbers together, and it is Player 1's turn to guess.

How to Score: If Player 2 got the correct numbers on the 3 dice (cards), then s/he scores 10 points. If Player 2 got the wrong numbers on the dice (cards) but the numbers multiply together to make the correct product, then Player 2 scores 5 points.

If Player 2 made a mistake with his/her multiplication, s/he scores 0 points.

If Player 1 made a mistake with his/her multiplication, Player 2 gets 10 points (unless Player 2 also made a mistake).

End of the Game: The winner is the first player to reach 100 points.



Board Game Multiplication: You can use any game

board with a "start" space and an "end" space for this game. You will need one deck of cards and a die. You can use the entire deck of cards with A = 1, J = 11, Q = 12, K = 13 OR just use cards A, 2-10.

Object of Game: Be the first player to move from "start" to "finish".

Rules of the Game: After shuffling the cards, separate the cards into two piles, face-down, on the game board. Player One rolls the die, and then turns over one card from each pile. Multiply the two cards. If Player One found the correct product, then s/he moves forward the number of spaces as the die. If s/he incorrectly multiplied the numbers, s/he moves BACK that many spaces as the die (unless on START, then simply stay where you are).

End of Game: You must roll the exact number to "finish". For example, if you are two spaces away, and you roll a 5, you will have to wait until you get to "finish" exactly.

	1	2	3	4	5	6	7	8	9	
36	<h1 style="text-align: center;">Muggins</h1> <p style="text-align: center;">Scoring Chart</p> <p style="text-align: center;">1 by itself = 1 point 2 in a row = 3 points 3 in a row = 5 points 4 in a row = 7 points 5 in a row = 10 points</p>									10
35										11
34										12
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Start						
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Board Game Multiplication

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