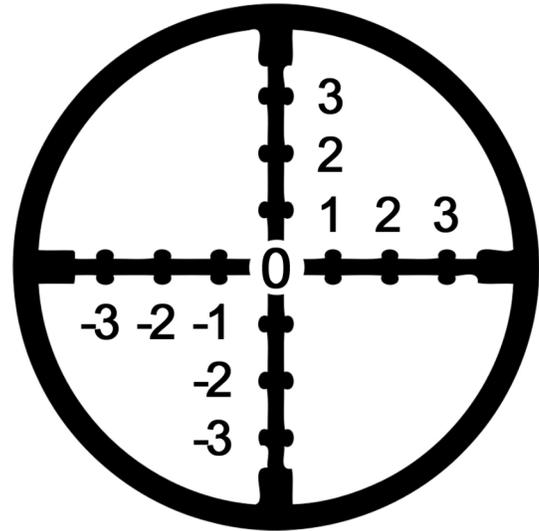


# Target Zero

**Target Zero** is a straightforward dice rolling competition. Players roll a number of dice and use a pre-determined set of mathematical operators to construct an equation that will produce a result as close to zero as possible.

Players are required to practice their mathematical skills by utilizing the various mathematical operators, order of operations, and sub-expressions to design the best equations they can.



Ages 7+



2+ players



5-15 min.

## What You Need to Play

You will need some dice. 6-sided dice are great to start with, but if you have other dice, like 4-sided or 20-sided, then you can add additional dimensions to the math used in the game.

You probably will also want some paper, pencils and erasers to keep track of your equations.

If you don't have multi-sided dice, you can make your own paper versions using our game dice templates: <http://playgames2learn.com/printables/>

**Note:** you could also use a deck of cards instead of dice. Great if you are travelling or have currently squashed all of your paper dice.

## Getting Started

The only thing you have to do is: decide which and how many dice will be rolled each turn.

## ***Taking Turns***

On your turn, you will:

- 1) Roll the dice
- 2) Organize the numbers in your desired order
- 3) Declare what your equation is by employing any of the four basic mathematical operators: addition, subtraction, multiplication, division
- 4) Compute your result and share it with the other players

## ***Winning***

The player whose result is closest to zero, wins.

## ***Additional Rules***

Once you are familiar with the basics of the game, you can increase the complexity of play by employing any, or all, of these additional rules:

- 1) Require players to follow the Order of Operators when calculating the result of an equation: brackets, exponents, multiplication/division, addition/subtraction
- 2) Allow the use of one or more pairs of brackets in an equation
- 3) Allow each mathematical operator to be used only once in a given equation
- 4) Use a 4-sided die to randomly determine the mathematical operator to be used in between each pair of numbers in your equation. Decide if this is done "as you roll" or after putting your numbers in a fixed order

## ***Up the Challenge***

Increase the challenge of the game by including more advanced mathematical operators:

- Inverse, power, root, factorial, etc.

## **Thanks for Playing!**

Games designed by Jasmine Atkins & Trevor Atkins  
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