

Juggle Classroom Guide

Goal: Be the only player to fill your board completely.

Start: Both players roll one die. The player with the lowest roll goes first.

Game Pieces:

Game pieces have value based on how many squares the piece covers on the board. The pieces have values ranging from 1 to 5.

Each Turn:

- Roll both dice.
- **Exact Value Option:** Place two pieces on the board, one with the exact value shown on each die.
- **Calculated Value Option:** Place one piece on the board, with a value calculated by using one of the four basic operations (+, -, ×, ÷) to combine the two numbers on the dice. (Player must state the number sentence before selecting piece.)
- **Shapes of the same color CANNOT touch edge-to-edge or corner-to-corner.**
- Selected piece must be placed or returned (player does not get to replace it with another piece). Player can still pick a 2nd piece for Exact Value Option even if the 1st piece had to be returned.
- Player may choose to play 0, 1, or 2 pieces.
- Player may remove 1 or more pieces from board before rolling the dice.

Wild 6:

- **Exact Value:** If a 6 is rolled on one of the dice, the player may pick any piece from the bank. If a piece is unavailable from the bank, the player may take it from opponent's board.
- **Calculated Value:** If a 6 is calculated from both dice, the player may pick any piece from the bank, but not from opponent.

Round Game: Both players should get the same number of turns. If the 1st player fills their game board, the 2nd player gets a final turn to tie or win.

End of Game: If only one player fills their board, they win. If both fill their boards, the game is a tie. If time runs out, the player with the fewest empty spaces wins.