

# THE PLOOMP GAME

AGES 5-8

In Ploomp the aim is to use different arithmetic operators to calculate a number on the board to collect points.

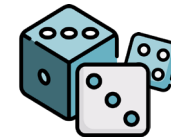
A player rolls the dice and makes a calculation. If the dice show 2, 3 and 4 the calculation can be for example  $3-2+4=5$  or  $4+3+2=9$ . You can use the arithmetic operators addition and subtraction.

The player crosses out the square that contains the number from the calculation and gets one point. If you cross out a square that touches other crossed out squares,

you get one point for each square your square touches plus one point for the square itself. Max 7 points per round.

If you're unable to find a number through your calculations to cross out an uncrossed square you get one Ploomp and after four Plooms you're out! The player with the most points wins.

1	2	3	4	5
6	7		8	9
10	11		12	13
14	15	16	17	18



## PLAYERS AND POINTS

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