

Boggle Jr. NUMBERS



Ages 3 and up

1 or more players

OVERVIEW

The Boggle® Jr. Numbers game gives your child the chance to learn, practice and improve number skills and simple computation. The different levels of gameplay mean the product grows with your child as their skills increase. Early exposure to numbers, through these varied games, will help build your child's confidence.

SKILLS YOUR CHILD WILL PRACTICE

- Motor skills
- Counting
- Sorting and grouping
- Concentration and memory
- Object recognition
- Taking turns and sharing
- Number matching

EQUIPMENT

1 Boggle® Jr. Plastic Unit, 8 Oversized Number Cubes, 30 Picture/Number Cards, and Illustrated Instructions

The Cubes: Four of the number cubes have the numbers 1,2,3,4,5,6 and four have 0,7,8,9 and the computation symbols + and =. All numbers have a line under them to help your child understand which way is up.

The Cards: All cards have a colored square behind the numbers in the answer section that corresponds to each game and play level.

Note: There are words on some cards as well as numbers, so you and your child can “spell” and “read” together, too.

OBJECT FOR ALL GAMES

To match the numbers on the cubes with numbers on the cards. Players keep the cards when they answer correctly. In more advanced games, they will use the lid to cover answers so they add and answer from memory.

SET UP

First, familiarize your child with the parts of the game. Have them empty the game box and look at the different cards.

Now look over all eight cubes and have the child start to figure out the numbers, with help from you if necessary. Use them to count together, from 0 to 9, and then put two cubes together to form a two-digit number. You can even play a game with one cube: Have the child roll it: *What's this number?* Now, roll two cubes and put them together: *What's this number?* Switch the same two cubes around to reverse them: *What's this number?* Remember, all these play activities are learning opportunities!

GAMEPLAY

It's time to play the Boggle® Jr. Numbers game! When familiar with the game, your child should be able to play alone, or with a sibling or friend. Don't worry if the game rules aren't followed exactly or if they're mixed and matched. Exposure to numbers and counting is still beneficial!

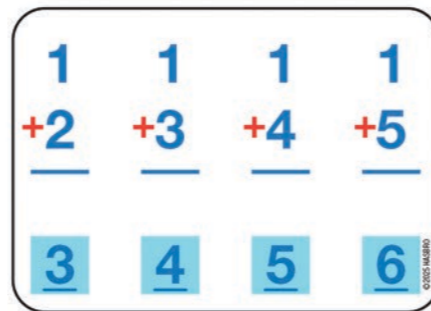
Note for 2-player games: Most of these games are easily adapted for two or more children. Have them take turns, card by card, and keep the card whenever they get an answer right.

THIRD LEVEL

Game #8: ADDITION: One digit arithmetic problems (Blue Cards)

Setup: Use the five cards that are all numbers. Stack the cards in any order, and cover the answers. Use all eight cubes.

Play: Have the child add up the two numbers, find the answer among the cubes, then lift the cover to check the answer. If you wish to add a challenge, use a timer.

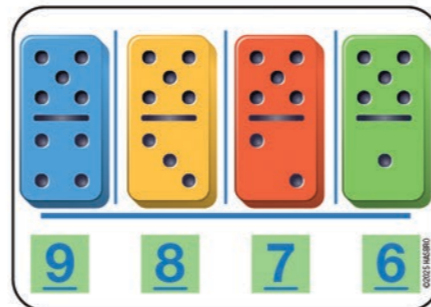


NOTE: When all four problems on a card have been done, open the lid. Notice the pattern the numbers form, and see how they related to one another. See how the four numbers at the bottom of the card reflect the changes in the equations above. Also, notice that, left-to-right, the answers form a sequence, 3-5-7-9 or 2-4-6-8, etc.

Game #9: SEQUENCING: How groups of objects add up (Green Cards)

Setup: Stack these 5 cards in any order, and cover the answers. Use all the cubes.

Play: Look at the illustrations on the card and see how each illustration adds up. Have the child add up each of the columns and find the answer among the cubes.



NOTE: When all four problems on a card have been done, open the lid. Notice the pattern the numbers form, and see how they related to one another. See how the four numbers at the bottom of the card reflect the changes in the equations above. Also, notice that, left-to-right, the answers form a sequence, 9-8-7-6 or 2-4-6-8, etc.

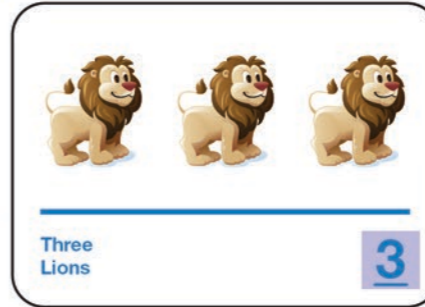
FIRST LEVEL - For Youngest Players

Separate the Purple cards into two piles. Use the 19 “number” cards for Games #1-4 and use the five cards with a single large picture and a “?” for Game #5.

Game #1: MATCH IT: 1 to 19 (Purple Cards)

Simple counting and number recognition.

Setup: Stack the 19 Purple “number” cards face up in the tray, all turned the same way and facing the child, with the highest number on the bottom, lowest on top. Use all eight number cubes.



To Play:

1. Point to the picture(s) and ask the child, “What is this?”
2. Point to the number below, say it, then count the objects on the card out loud, one by one: “There are three lions...one, two, three.”
3. Have your child find the number 3 on one of the cubes and place it into the slot directly below the number on the card. If you want, keep looking for all the 3's on the cubes.
4. Reinforce what the child has just accomplished by saying the number and counting together. Give them the top card, and proceed through the whole stack in the same manner.

For 2 Players: Same rules. The children take turns.

Game #2: COVER UP: Matching from memory (Purple Cards)

Setup: Same as Game #1, but cover the number answer with the cover.

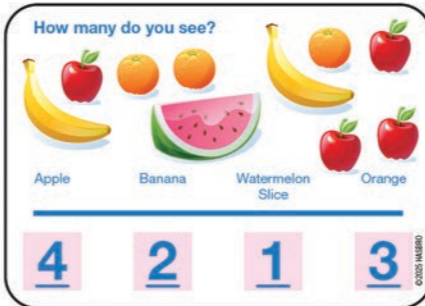
To Play:

The child lifts the cover and glances quickly at the number, then replaces the cover and finds the number on one of the eight cubes. Put the cube in the tray, under where the answer appears on the card. Instead of matching the answer shown, they are now actually counting the objects and remembering what the number was. Lift the cover again to check if the answer is correct. Give the child the card for every correct answer.

Variation: For a tougher challenge, don't lift the cover to peek first, just count and place the cube, and then lift the cover to check the answer.

Game #10: HOW MANY DO YOU SEE? (Pink Cards)

Setup: Stack the “How many do you see?” cards in any order and cover the answers with the lid. Help the child recognize the different objects on the cards (“Can you show me how many bananas?”).



Play: Ask, “How many do you see?” The child counts up how many of each object they see that are pictured and puts the cube with that answer in the slot.

Note: Since some of the answers are 0, it gives them the opportunity to learn what Zero means!

Also Available from Winning Moves Games:



For 2 Players:

1. Take turns. Each time a child successfully answers from memory, they win the card and continue to the next one.
2. If a child answers incorrectly, that card is put at the bottom of the stack and the child's turn ends.
3. Play continues until all the cards have been won. Whoever has the most cards wins the round.

Game #3: TIME'S UP: Do it from memory and race against time! (Purple Cards)

Setup & Play: Same as Game #2, but this time you'll set a timer. Use your phone timer or other timer and set it to two minutes (use a longer amount of time for very young children). Have the child race to see how many cards they can win before time's up. Each time they play, they can try to win more cards.

Game #4: IN A ROW: Sequencing (Purple Cards)

Setup & Play: Line up all 19 cards. Have the child close their eyes while you remove one or more cards from the lineup. Now ask, “What's missing?”

Variation: Have the child take the cards out of the tray, mix them up, then arrange them in numerical order, from 1 to 19. Either stack them, or lay them on the table in a line. You can use a timer to race against time for more of a challenge.

Game #5: COUNT WHAT YOU SEE: Counting (Gray Cards)

Setup: Use all eight cubes and the five Gray “?” cards (the bakery, zoo, highway, balloon man and the school).



Play: Have the child look at all the different things in each picture. Which will they count first? Count up specific items they see in each scene. For a big numbers challenge, count up every single thing you see in the picture on the card and have them find the cube or cubes that match the answer.

Also Available from Winning Moves Games:



We love to hear from our consumers! Please contact us with any questions or comments about Boggle® Jr. Numbers.

Email questions and comments.
wmoves@winning-moves.com

Consumer Relations.
800-664-7788 ext. 114

For more information about Winning Moves product safety and compliance please visit
http://www.winning-moves.com/product_safety



Winning Moves Games

Classic, Retro, Cool, & Fun!
winning-moves.com

Licensed By:
Hasbro GAMES

BOGGLE and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. ©2025 Hasbro. All Rights Reserved. Licensed by Hasbro. WINNING MOVES, WINNING MOVES GAMES, and CLASSIC, RETRO, COOL, & FUN, and Logos thereof, are registered trademarks of Winning Moves Inc. ©2025 Winning Moves Inc., 35 Village Rd., Suite 201, Middleton, MA 01949. Colors and parts may vary. Made in CHINA.