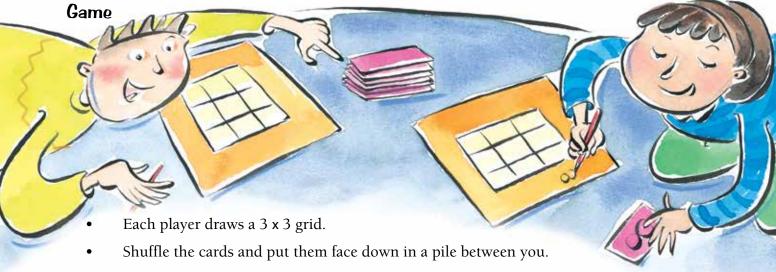
## Dicey Dabble

You need a dice a classmate cards showing 6, 8, 9, 10, 12, 15, 18, 20, 24, 25, 30, and 36



• Take turns to pick the top card and write the number above a column or on the left side of a row in your grid.

• When you have used all the cards, you should have a number at the top of each column and at the left side of each row in your grid.

Take turns to roll the dice.
When it is your turn, decide whether you can write the number shown on the dice in a square of your grid.
The number must be a factor either of the number at the top of the column or of the number at the side of the row.
You score a point if the number in the square is a factor of the number at the top of the column.

Keep taking turns until each player's grid is full. The player with the most points wins.

You score another point if the number in the square is a factor of the

number at the side of the row.