MULTIPLICATION TOSS

Two or more players take turns to toss 2 ten-sided dice (2 six-sided dice could be used initially). The result of the toss determines the region to be marked. For example, a 6 and a 4 could be recorded as 6 fours (6 rows of 4) or 4 sixes (4 rows of 6). A border is drawn around the region and the relevant fact is recorded in the region. The object of the game is to cover as much of the grid as possible without overlapping.

At any time in the game a player can decide to partition or split the region. For example, instead of 6 eights, a player may decide to enclose two separate regions such as 5 eights and 3 eights or 4 eights and 4 eights.

3 nines

6 fours