

# PLACE VALUE GAME

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Each player has a game sheet and takes it in turns to throw 2 ten-sided dice.

The numbers are used to create 2-digit numbers, eg, a 5 and a 2 could be recorded as 25 or 52.

Players record their numbers in the most appropriate position between 0 and 100.

If numbers cannot be placed, the player misses his/her turn.

The winner is the first to fill all places.


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