



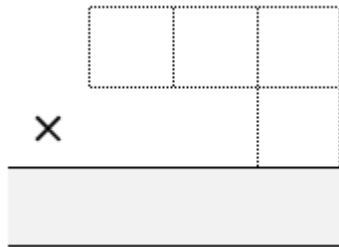
## More dicey operations

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one.

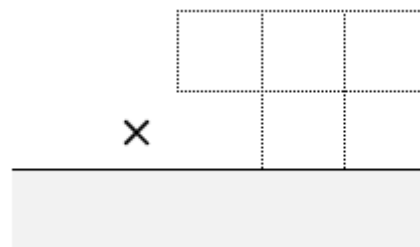
Throw the dice. Each player decides where to place that number in their grid. Continue until all the cells are filled.

Alternatively, collect all your numbers and then decide where to place them.

### Game 1: target 1000



### Game 2: target 10000



Throw the dice four (or five) times until all the cells are full.

**Whoever has the product closest to 1000 (or 10000) wins.**

You can vary the target to make it easier or more difficult.

There are two possible scoring systems:

- A point for a win. The first person to reach 10 wins the game.
- Each player keeps a running total of their 'penalty points', the difference between their result and the target after each round. Choose a 'penalty target', like 5000 or 10000, and the first person to reach the penalty target loses.

You could introduce a decimal point in Game 2. The decimal point could take up one of the cells so the dice would only need to be thrown four times by each player. You will need to decide on an appropriate target.

### Extension: target 1000

