

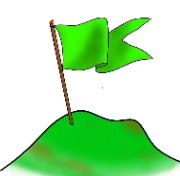
03	02	01
62	61	6
82	81	8
72	71	7
92	91	9
52	51	5
72	71	7
32	31	3
22	21	2
12	11	1

Player A
Score

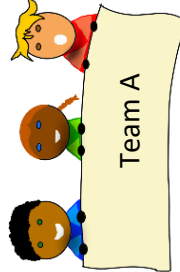
Player B
Score

1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

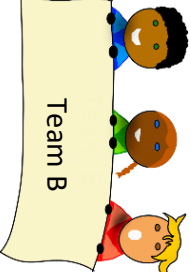
10	100	06	08	07	09	05	07	08	09	01	10
6	06	18	72	39	75	57	93	72	18	81	6
8	08	27	79	95	87	07	73	72	91	8	
7	07	39	95	67	77	53	82	12	71	7	
9	09	45	87	77	93	03	72	81	21	9	
5	05	57	07	53	03	52	02	51	01	5	
4	04	93	23	82	72	02	91	21	8	4	
3	03	72	72	12	81	51	21	6	9	3	
2	02	81	91	71	21	01	8	9	7	2	
1	01	6	8	7	9	5	7	3	2	1	
X	01	6	8	7	9	5	7	3	2	1	X

 FLAG

X	1	2	3	4	5	6	7	8	9	10	X
1	1	2	3	4	5	6	7	8	9	10	1
2	2	4	6	8	10	12	14	16	18	20	2
3	3	6	9	12	15	18	21	24	27	30	3
4	4	8	12	16	20	24	28	32	36	40	4
5	5	10	15	20	25	30	35	40	45	50	5
6	6	12	18	24	30	36	42	48	54	60	6
7	7	14	21	28	35	42	49	56	63	70	7
8	8	16	24	32	40	48	56	64	72	80	8
9	9	18	27	36	45	54	63	72	81	90	9
10	10	20	30	40	50	60	70	80	90	100	10



Team A



Team B

How to play:

1. Find a friend you can happily compete against. Someone you want to beat, but by whom you are happy to be beaten.
2. Take turns rolling two 10-sided dice (2d10), or use the QR code there -> to role them on your phone, tablet or computer.
3. Multiply the two numbers rolled, and say the problem and answer outloud. e.g. "3 times 6 is 18", then colour in the TWO squares for that problem (e.g. the 3x6 square, and the 6x3 square)... IF you don't say it out loud, your opponent gets a point!
4. Keep taking turns until one of you is able to draw a path from their team to the flag. You can move left, right, up, down, or diagonally, moving one square at a time (no jumping over gaps if the squares aren't touching!)
5. The Other player must keep rolling until they make it to the flag as well. For each extra roll that they take, the first player gets a point.
6. Make your points on the score cards up there ^, and after one or more games, the player with the most points wins!



# CAPTURE THE FLAG