

Capture the Square: 2, 20 and 200

Step 1: Roll one 10-sided dice. The zero on the dice can be a zero or a ten. You choose.

Step 2: Multiply the number by 2, 20 or 200

Step 3: Capture one side of the square that the answer is in by drawing a line on one side of the square using your colour. If you are the one who captures the last side of the square, it is your point!

0	2	4	6	8
10	12	14	16	18
20	40	60	80	100
120	140	160	180	200
200	400	600	800	1000
1200	1400	1600	1800	2000

Capture the Square: 3, 30 and 300

Step 1: Roll one 10-sided dice. The zero on the dice can be a zero or a ten. You choose.

Step 2: Multiply the number by 3, 30 or 300

Step 3: Capture one side of the square that the answer is in by drawing a line on one side of the square using your colour. If you are the one who captures the last side of the square, it is your point!

0	3	6	9	12
15	18	21	24	27
30	60	90	120	150
180	210	240	270	300
600	900	1200	1500	1800
2100	2400	2700	3000	0

Capture the Square: 4, 40 and 400

Step 1: Roll one 10-sided dice. The zero on the dice can be a zero or a ten. You choose.

Step 2: Multiply the number by 4, 40 or 400

Step 3: Capture one side of the square that the answer is in by drawing a line on one side of the square using your colour. If you are the one who captures the last side of the square, it is your point!

0	4	8	12	16
20	24	28	32	36
40	80	120	150	180
240	280	320	360	400
800	1200	1600	2000	2400
2800	3200	3600	4000	0

Capture the Square: 5, 50 and 500

Step 1: Roll one 10-sided dice. The zero on the dice can be a zero or a ten. You choose.

Step 2: Multiply the number by 5, 50 or 500

Step 3: Capture one side of the square that the answer is in by drawing a line on one side of the square using your colour. If you are the one who captures the last side of the square, it is your point!

0	5	10	15	20
25	30	35	40	45
50	100	150	200	250
300	350	400	450	500
1000	1500	2000	2500	3000
3500	4000	4500	5000	0

Capture the Square: 6, 60 and 600

Step 1: Roll one 10-sided dice. The zero on the dice can be a zero or a ten. You choose.

Step 2: Multiply the number by 6, 60 or 600

Step 3: Capture one side of the square that the answer is in by drawing a line on one side of the square using your colour. If you are the one who captures the last side of the square, it is your point!

0	6	12	18	24
30	36	42	48	54
60	120	180	240	300
360	420	480	540	600
1200	1800	2400	3000	3600
4200	4800	5400	6000	0

Capture the Square: 7, 70 and 700

Step 1: Roll one 10-sided dice. The zero on the dice can be a zero or a ten. You choose.

Step 2: Multiply the number by 7, 70 or 700

Step 3: Capture one side of the square that the answer is in by drawing a line on one side of the square using your colour. If you are the one who captures the last side of the square, it is your point!

0	7	14	21	28
35	42	49	56	63
70	140	210	280	350
420	490	560	630	700
1400	2100	2800	3500	4200
4900	5600	6300	7000	0

Capture the Square: 8, 80 and 800

Step 1: Roll one 10-sided dice. The zero on the dice can be a zero or a ten. You choose.

Step 2: Multiply the number by 8, 80 or 800

Step 3: Capture one side of the square that the answer is in by drawing a line on one side of the square using your colour. If you are the one who captures the last side of the square, it is your point!

0	8	16	24	32
40	48	56	64	72
80	160	240	320	400
480	560	640	720	800
1600	2400	3200	4000	4800
5600	6400	7200	8000	0

Capture the Square: 9, 90 and 900

Step 1: Roll one 10-sided dice. The zero on the dice can be a zero or a ten. You choose.

Step 2: Multiply the number by 9, 90 or 900

Step 3: Capture one side of the square that the answer is in by drawing a line on one side of the square using your colour. If you are the one who captures the last side of the square, it is your point!

0	9	18	27	36
45	54	63	72	81
90	180	270	360	450
540	630	720	810	900
1800	2700	3600	4500	5400
6300	7200	8100	9000	0