

# Fact-O

- Player 1 rolls the three dice. He/she uses the numbers rolled to create a math problem that has at least two operations (addition & subtraction, addition & multiplication, or subtraction & multiplication).
  - Example: Player rolls a 2, a 5, and a 6. They could make an equation like  $2 \times 5 + 6 = 16$  or  $5 \times 6 - 2 = 28$ . Player would mark an X on the answer (16 or 28) on the Fact-O game sheet.
- If a player has given an incorrect answer, the opponent must call him/her on it, and the X must be erased. If the answer is correct, the player loses his/her turn.
- When you have your second turn, try to make an equation with an answer that is next to your other number. If you can do so, you get a point. If you can't, then you can try to cover another number, but no point is given. (If it is impossible to make an equation to cover a number on your sheet, then the player marks no X and passes the dice to the next player.)
- The winner is the person who has the most points when the time is called.

**\*\*REMEMBER—THE PERSON WITH THE MOST X'S ON THE SQUARES *MAY NOT* BE THE WINNER BECAUSE THE WINNER IS DETERMINED BY POINTS EARNED FOR X'ING THE *MOST ADJACENT* SQUARES ON THE GAME SHEET!!**

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	44	45	48	50	54	55
60	64	66	72	75	80	90	96
100	108	120	125	144	150	180	216