

The Factor Game

Blackline Master 2.8

Rules

- Player 1 picks any available number on the board.
- Player 2 identifies all the remaining proper factors of that number.
- If there are no proper factors remaining on the board, Player 1 loses a turn and no points are scored.
- Remove from the board all numbers used in a turn.

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

Scoring

- Player 1 scores points equal to the number picked.
- For each proper factor identified, Player 2 scores points equal to the value of that factor.
- If there are no factors remaining on the board, Player 1 scores 0.
- Remove from the board all numbers used in a turn.

Bonus Points

- If Player 1 finds a factor that Player 2 missed, Player 1 scores points equal to the value of that factor.