Give Some to Get Some: Decimals

Directions: Take turns rolling a number. Choose a space on the gameboard where the amount you roll could be given to one factor to make a whole. Solve that problem to claim the space. The game ends when all spaces are covered. The player with the most three-in-a-rows wins.

7 × 6.9	3.7 × 6	1.7 × 25	2.8 × 7	9 × 2.7
5 × 9.98	4.9 × 4	5 × 1.98	8.8 × 7	12 × 3.8
9.9 × 15	3.9 × 50	3.8 × 12	9 × 3.98	6 × 7.9
19.8 × 5	6 × 2.9	5.9 × 13	7 × 1.99	4 × 5.8
2.9 × 30	6.8 × 15	1.7 × 25	6 × 2.97	35 × 1.9