

Give Some to Get Some

Directions: Take turns rolling a number. Choose a space on the gameboard where the amount you roll could be gused to adjust one of the factors to use the Compensation strategy. The game ends when all spaces are covered. The player with the most three-in-a-rows wins.

16×-77	-39×16	-99×-98	-38×12	79×-24
-89×26	-38×63	37×-69	17×25	48×-23
25×-38	-47×54	97×-5	-88×17	-89×-27
-99×58	68×-29	-68×33	-59×-13	-77×17
-35×46	68×-27	-27×44	57×-43	-46×-27