Factor Game

1. Player A selects a number from the Factor Game Board and circles it with his/her colored pencil. Player B then finds all the factors of that number and circles them with a different colored pencil. Example: Play A circles 10, then player B would circle, 1,2,5.
2. Next player B selects and circles a number from the game board. Player A then finds all the available factors of this number and circles them.
3. Play continues until there are no more numbers from the game board.
4. **Illegal moves**: If a player chooses a number that has no available factors, this is called an illegal move. While the player gains those points, their next turn is lost. As a result, the opponent selects the starting number two turns in a row. Electing to make an illegal move can be considered a winning strategy move. If only illegal moves are possible, this signals the end of the game and no more points can be awarded.
5. Each should total all of the numbers that are circled in their respective color. The student with the highest total is declared the winner.

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