Quadrillions			Trillions			Billions			Millions			Thousands						Turns
H	T	O	H	T	O	H	T	O	H	T	O	H	T	O	H	T	O	
																1	0	
																		1
																		2
																		3
																		4
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																		6
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																		9
																		10

Quadrillions			Trillions			Billions			Millions			Thousands						Turns
H	T	O	H	T	O	H	T	O	H	T	O	H	T	O	H	T	O	
																1	0	
																		1
																		2
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																		10

Purpose: to consolidate understanding of the multiplicative nature of our numeration system.

Double your amount	Halve your amount	Write out your amount in words
Double your amount	Halve your amount	Write out your amount in words
Double your amount	Halve your amount	Write out your amount in words
Double your amount	Halve your amount	Write out your amount in words

Copy onto card, laminate, cut onto separate playing cards.

To play:

Each player has a recording sheet Pick up cards are placed face down in the centre of the players. Two dice are used. On dice one is written the numbers 1 (once), 2 and 3, twice and on the sixth side, 'Pick up". On the other there are three happy faces (increase) two sad faces (decrease) and one exclamation mark (miss a turn).

Each player begins the game with 10 in on their chart and for their first turn rolls the number dice only. The player increases their 10 by the power of the number rolled.

For example, if 1 is rolled 10 remains unchanged, if 2 is rolled 10 x10 (10²) becomes 100, and if 3 is rolled 10x10x10 (10³) becomes 1000. The player records 1000 in the Turn 1 space on their sheet.

Subsequent rolls involve both dice.

At each turn, the number a player has made on the previous round is increased or decreased (happy or sad face) by the power indicated on the number dice and each time the player records the amount.

For example if round one gives a player 1000 and they roll 2 and a happy face on their second turn, this is 1000 x 10 x 10 = 100 000 (10⁵ in total), which is recorded in their Turn 2 space.

If 'Pick up' or an 'Exclamation mark' (miss a turn) is rolled, the other dice is ignored. If these are rolled at the same time the player can choose which to do.

If a player goes bust (is at zero or less) they begin again on their next turn with 10 and a positive roll (as they did at the beginning of the game).

At the end of the game, each player must write out in words their final score. The winner is the player with the highest number at the end of the game.