

# To and Fro

- You need**  counters (two colours)     a dice marked 2, 3, 4, 5, 6, and 7  
 a calculator or a hundreds board (both optional)  
 a classmate

## Game

To and Fro is a game for two players.

The winner is the first player to build a bridge of counters in linked hexagons from one side of the grid to the other.

- Each player puts a counter on their start box.
- Take turns to roll the dice.  
 If the number on the dice is a factor of the number in your start cell, cover the cell with a counter.  
 If the dice number is not a factor, you must try again on your next turn.  
 You must fill your start cell before you fill other cells.

To fill other hexagonal cells:

- Take turns to roll the dice.

- Put a counter on any uncovered number that the number on the dice can divide into evenly (that is, with no remainder).  
 If there are no uncovered numbers you can use, you miss that turn.

The other player checks your division, using a calculator or a hundreds board if necessary.

- If your answer is wrong, you must remove your counter.
- If your answer is correct, leave the counter on the cell.

START  
PLAYER  
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