FACTOR CAPTOR

Beginning Level

1	2	2	2	2	2
2	3	3	3	3	3
3	4	4	4	4	5
5	5	5	6	6	7
7	8	8	9	9	10
10	11	12	13	14	15
16	18	20	21	22	24
25	26	27	28	30	32

Materials:

Paper
Pencil
Factor Captor
     Grid
Coin Size
     Counters

Players:
2

Directions

1. To start the first round, Player 1 chooses a 2-digit number on the number grid and places a counter over it. Player 1 then writes down that number on his/her paper as their score. (example-- Player 1 covers 30 and writes it down for the score for round 1.

2. Player 2 then covers all of the factors that of Player 1's number (example-- Player 2 covers 2, 3, 5, 6,10, and 15. All of these numbers are factors of 30) Then Player 2 totals those factors 2 + 3 + 5 + 6 + 10 + 15= 41 and uses that total for their score.

* A factor may only be covered once during a round.

3. If Player 2 missed any factors Player on can then go back and cover them and add that total to his/her score. Before the round ends.

4. The next round begins as the players change rolls. Player 2 begins by selecting a two digit number and Player 1 finds the factors. **Any number that is covered is no longer in play.**

5. Play continues with players trading rolls back and forth until all of the numbers on the grid have been covered. Players then add up their score to find their totals (If you have used the running total system this is already done). The player with the higher total score wins.

FACTOR CAPTOR

Advanced Level

1	2	2	2	2	2	3
3	3	3	3	4	4	4
4	5	5	5	5	6	6
6	7	7	8	8	9	9
10	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	30
32	33	34	35	36	38	39
40	42	44	45	46	48	49
50	51	52	54	55	56	60

Materials:
Paper
Pencil
Factor Captor
    Grid
Coin Size
    Counters

Players:
 2

Directions

1. To start the first round, Player 1 chooses a 2-digit number on the number grid and places a counter over it. Player 1 then writes down that number on his/her paper as their score. (example-- Player 1 covers 30 and writes it down for the score for round 1.

2. Player 2 then covers all of the factors that of Player 1's number (example-- Player 2 covers 2, 3, 5, 6,10, and 15. All of these numbers are factors of 30) Then Player 2 totals those factors 2 + 3 + 5 + 6 + 10 + 15= 41 and uses that total for their score.
* A factor may only be covered once during a round.

3. If Player 2 missed any factors Player on can then go back and cover them and add that total to his/her score. Before the round ends.

4. The next round begins as the players change rolls. Player 2 begins by selecting a two digit number and Player 1 finds the factors. **Any number that is covered is no longer in play.**

5. Play continues with players trading rolls back and forth until all of the numbers on the grid have been covered. Players then add up their score to find their totals (If you have used the running total system this is already done). The player with the higher total score wins.