

The Factor Game

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

Factor Game Rules

1. Player A chooses a number on the game board and circles it.
2. Using a different color, Player B circles all the proper factors of Player A's number. The **proper factors** of a number are all the factors of that number, except the number itself. For example, the proper factors of 12 are 1, 2, 3, 4, and 6. Although 12 is a factor of itself, it is not a proper factor.
3. Player B circles a new number, and Player A circles all the factors of the number that are not already circled.
4. The players take turns choosing numbers and circling factors.
5. If a player circles a number that has no factors left that have not been circled, that player loses a turn and does not get the points for the number circled.
6. The game ends when there are no numbers remaining with uncircled factors.
7. Each player adds the numbers that are circled with his or her color. The player with the greater total is the winner.

A sample game is shown on the following pages.