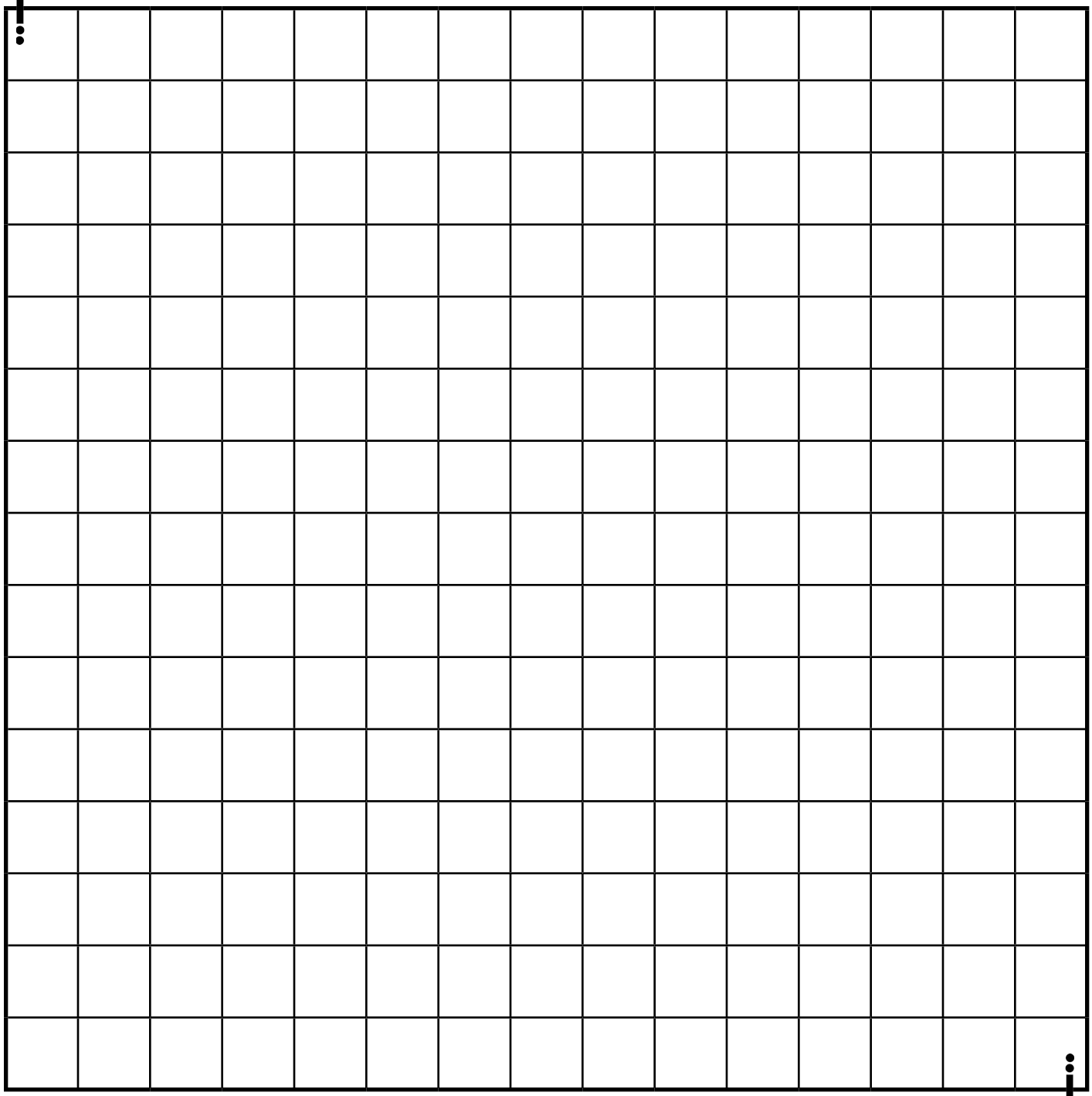
ARRAY CAPTURE

1. The first player rolls two dice. Those numbers are the dimensions of their array. (For example, if a player rolls a 4 and a 5, they will build an array measuring 4 by 5.)
2. The first player colors in their array with their color (player 2 will have a different color). Then, they write their multiplication sentence in the middle of their shaded array (For example, 4 x 5 = 20) On the first roll, players must place their array in the starting square. However, all future arrays only need to be touching an existing array on one side.
3. Player two rolls next and continues in the same fashion, but from their corner.
4. If a player cannot create an array because there is no space left, they lose a turn. The player to capture the most squares wins!

PLAYER 1



PLAYER 2