



# FILL THEM IN

For 2 players. You need: a 1-6 dice, 12 counters and two pens.

## How to play

- Place a counter on the zero circle - you will both be moving this counter
- Player one rolls the dice and takes the rolled number of steps
- If you land on an empty circle, write the number missing from the sequence and, if you get it right, win a counter
- Keep taking turns to roll the dice and move around the circles
- When you move, you can move in either direction to count on or back in the steps of 10



The winner is the first person to win 6 counters

