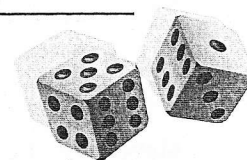


Name \_\_\_\_\_ Date \_\_\_\_\_



## High Roller Revisited Version 2

**Materials:** 1 die (can be 6-sided, 8-sided, or 10-sided, numbered 0-9); Recording Sheet

**Number of Players:** 2 or more

**Directions:**

- Roll the die 4 times. After each roll decide where to record the digit on the place value chart.
- Use the 4 digits to make the greatest number possible.
- Once a digit is recorded, you may not make changes to your number.
- Pass the die to the next player and continue to play.
- Compare numbers. The player with the higher number wins the round.
- Play 5 rounds. The player who wins the most rounds wins the game.

**Game 1:**

Round	Ones	.	Tenths	Hundredths	Thousandths
1.		.			
2.		.			
3.		.			
4.		.			
5.		.			

**Game 2:**

Round	Ones	.	Tenths	Hundredths	Thousandths
1.		.			
2.		.			
3.		.			
4.		.			
5.		.			