## FGchor finish

Each player is dealt 5 cards. Player one rolls the die and moves the appropriate number of spaces along the hundreds chart. The player covers the number they landed on with a marker and looks for any factor(s) of that number in their cards. Any factors are placed in a point pile. The player then replenishes their hand from the deck to have 5 cards again. Player two now takes a turn. If a player lands on a number and has no factor cards in their hand, no cards are placed in their points pile and their turn is over. The player who reaches the hundred on the hundred's chart wins 5 bonus cards, this ends the game. The player with the most cards in their points pile wins the game.


