15ab²	4a²b	5abc	6a²	4abc	10ab²
6ab	3a ²	9a²	3b ³	6a	2a²b
15a²	8a²	2a ²	ab	2ab	18ª
10a²	5ab	b ³	abc	2b ³	5b ³
12a ²	3ab	6b³	4a²	2abc	12a
8ab ²	4ab	4b ³	3abc	6abc	6ab²

Factorisation Game

The object of the game is to make a line of six counters, vertically, horizontally or diagonally. Players take turn in rolling the two dice and use the number as a coefficient and the algebra dice as the pronumeral. e.g. if you roll a² and a 4, you have made 4a².

If what you have rolled is a factor of an expression on the board (but not if it is identical to the expression on the board), you may place a counter down. If not, the turn is missed. Each player takes turns until a player makes a line of six.