

Valuable Digits

3 4 5	5 8 0 9	1 7 2	1 3 5 9	6 1 9
1 0 2 9	6 7 8	3 4 7 0	5 7 0 1	2 6 8 4
9 4 6	5 2 9 3	2 1 6 9	8 3 5	9 7 1 8
4 2 7 1	7 8 0 4	8 0 3	961	8 5 9 7
1 7 0 5	6 1 9	9 7 4 2	4 0 2 3	2 4 7 6

Directions:

- Each player places a marker on any space on the board. (This becomes the starting point.)
- In turn, each player spins the spinner.
- A player can move to **one** adjoining space in any direction (vertically, horizontally, diagonally), but the player must move to a space which has as one of its digits the number indicated by the spin. For example: If a player spins a 7 and the player's marker is on 2619, the player has a choice of moving to 678, 3470, or 7804 because there is a 7 in each of those numbers. The player should chose 7804 because the 7 is in the **thousands** place, which makes that number more valuable! The player should record a score of 7000 for that spin, since the "7" is in the thousands place.
- If a player cannot move after his/her spin, the player should record a zero.
- Players take turns until each player has had five spins. At the end of five turns, players total scores.
- High score wins. Variation: Play for the lowest score.

Valuable Digits

2 3 4 5	4 5 8 0	9 1 7 2	1 3 5 4	5 6 1 9
1 8 9 2	7 6 1 8	3 4 2 7	7 2 0 1	9 2 6 8
1 9 0 6	5 4 9 3	9 6 1 6	8 1 3 5	3 7 1 8
3 2 4 1	7 8 0 3	6 1 6 9	1 3 5 8	9 7 1 8
5 9 7 0	9 5 6 1	4 7 9 2	1 4 0 2	2 4 7 6

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Players: 2-4

Directions:

- Each player places a marker on any space on the board. This is the starting point.
- In turn, each player spins the spinner or rolls a 0 – 9 die.
- A player can move **one** space in any direction (vertically, horizontally or diagonally) but the player must move to a space which has the number indicated by the spin.

For example: If a player spins a 7 and the player's marker is on 5976, the player can move to 7890. The score for that spin would be 7000 since the "7" is in the thousands place.

- If a player cannot move after his/her spin, the player should record no score for that spin. Player can draw a line to show no score.
- Players take turns until each player has five spins.
- Players total scores. High score wins.

Variation: Play for the lowest score.