Multiplication Honeycomb Game

Shuffle cards and place in a pile, face down.
Give each player game chips of a different color.
Take the top card off the pile, calculate the answer, and place your color chip over a hexagon with that answer.
If you land on a space that has your opponent's chip on it, remove their chip and replace it with your own.
If you land on a space that has your own chip on it, place a second chip on top. It is now locked in and can't be replaced with your opponent's chip.
Winner is first to cover 4 hexagons in a row, in any direction.
If all cards are used without a winner, re-shuffle and continue.

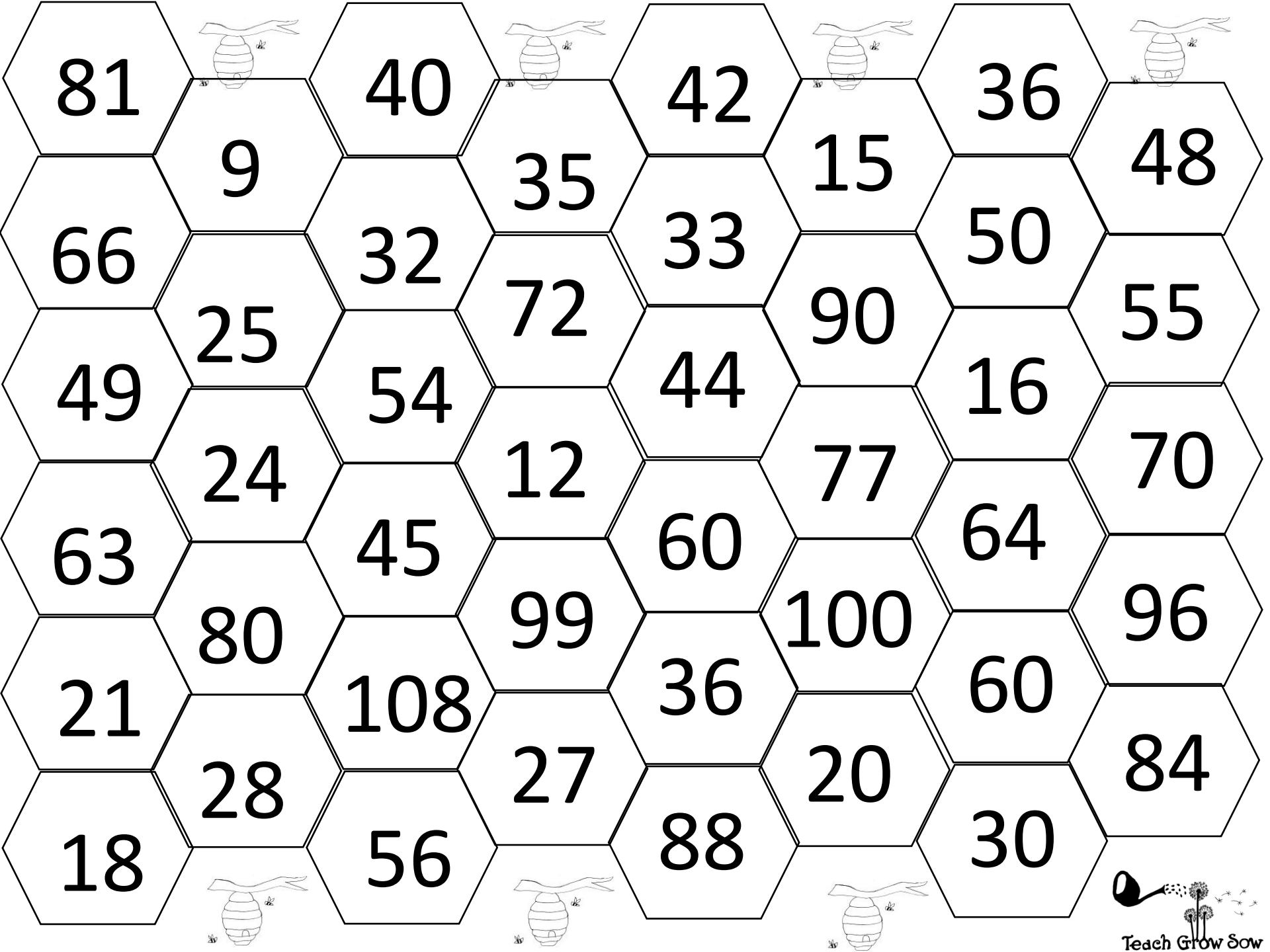
Teach Grow Sow

3 x 3	3 x 7	3 x 11	4 x 6
3 x 4	3 x 8	3 x 12	4 x 7
3 x 5	3 x 9	4 x 4	4 x 8
3 x 6	3 x 10	4 x 5	4 x 9

4 x 10	5 x 6	5 x 10	6 x 7
4 x 11	5 x 7	5 x 11	6 x 8
4 x 12	5 x 8	5 x 12	6 x 9
5 x 5	5 x 9	6 x 6	6 x 10

6 x 11	7 x 9	8 x 8	8 x 12
6 x 12	7 x 10	8 x 9	9 x 9
7 x 7	7 x 11	8 x 10	9 x 10
7 x 8	7 x 12	8 x 11	9 x 11

9 x 12			
10 x 10			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