

Required: Three number cubes or spinners, a score pad, markers and Contig board.

Rules

1. Two to five players.
2. Each player rolls all three cubes and determines the sum. Smallest sum goes first.
3. Player rolls three cubes and uses one or two operations on the numbers rolled. He then is allowed to cover the resulting number on the board with a marker. (The first play of the game cannot score because there is no number covered to which he can be adjacent.) Play passes to the player on the right. A player may NOT cover a number that has been previously covered.
4. To score Contig, a player must cover a number on the board that is adjacent vertically, horizontally or diagonally to another COVERED number. One point is scored for each ADJACENT COVERED NUMBER.
5. When a player rolls the cubes and is unable to produce a number that has not already been covered, play goes to the next player. If he passes the dice believing there is no play when there is one, any of the other players may call out his mistake. The first player to call the error may place his marker on the proper uncovered square.
6. A cumulative score is kept for each player. A player is eliminated when he fails in three successive turns to produce a number that can be covered. When all players have experienced three successive failures to produce a coverable number, the game ends. The player with the highest cumulative score wins.

After students are comfortable with the game, and with higher-level students, these challenges might be explored:

- a. How were the numbers on the board selected?
- b. What numbers could be used if you use two cubes?
- c. How many ways can you cover each number in Contig?
- d. What is the highest possible number for three cubes? Two cubes? Four cubes?

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	44	45	48	50	54	55
60	64	66	72	75	80	90	96
100	108	120	125	144	150	180	216