





Player 1 rolls 2 dice, 1 for length, one for width.

Player 1 makes a rectangle with those length and width measurements on one corner of the grid page.

Player 2 repeats, starting from the opposite corner.

If a player draws a shape with the numerically same area and perimeter.
they get another go.

The game ends when the two players' rectangles touch.

Whoever has the most area covered by their rectangles is the winner.



