

Nearest

0.2	0.4	0.1	0.2	0.1	0.4
0.3	0.9	0.7	0.5	0.1	0.2
0.2	0.8	1.0	0.8	0.3	1.0
0.1	0.6	0.9	0.7	0.6	0.8
0.5	0.4	0.6	0.3	0.7	0.1
0.8	0.2	0.9	1.0	0.5	0.9

Dice one: 0.2, 0.3, 0.4, 0.5, 0.7, 0.9 Dice two: 0.03, 0.04, 0.06, 0.07, 0.08, 0.09

Rules:

- Player One rolls the two dice and covers the nearest decimal with a counter.
- Players take turns until one can claim three counters in a row – across, up/down, diagonally.