Decimal ÷ Snakes × Ladders

How to play

1. Get into groups of 2-4.
2. On your turn, roll the dice and advance your counter the respective number of squares.
3. If the square you land on has an operation (e.g. 0.7 ÷ 0.175), do the calculation and move your counter to the resulting decimal. All the operations should result in numbers with 1 decimal place: no rounding should be required.
    - Your counter now stays there until your next turn. I repeat, If the new square also has an operation, **don't** calculate and move again.
4. It's now the next person's turn
5. The first player to get their counter to the ≥ 10 bar wins.
   Notes: The numbers increase from 0.0 to 9.9, each row going from .0 to .9 left to right.
   If you reach the end of a row and still have to advance, go to the next row from the left,
    - e.g. if you start from 2.8 and roll a 4, you should land on 3.2

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				≥ 10	You Win!					
9.0 ÷1.8	9.1 ÷1.4	9.2	9.3 ÷3.1	9.4	9.5 ÷1.9	9.6	9.7	9.8	9.9 × 0.8	
8.0 ×0.65	8.1 ÷ 2.7	8.2 × 0.5	8.3 × 0.0	8.4	8.5	8.6 ÷ 4.3	8.7	8.8 ÷ 2.2	8.9	
7.0	7.1	7.2 ÷ 2.4	7.3	7.4	7.5 ÷1.5	7.6	7.7 ÷3.5	7.8 ÷ 2.6	7.9	
6.0 ÷0.15	6.1	6.2	6.3 ÷ 1.4	6.4 ÷ 4	6.5 × 1.2	6.6 ÷2.75	6.7	6.8 ÷ 1.7	6.9 ÷ 1.15	
5.0 ×1.78	5.1 ÷ 1.5	5.2 ×1.75	5.3	5.4 ÷ 0.9	5.5 × 1.4	5.6 × 0.75	5.7 ÷1.9	5.8	5.9	
4.0 × 1.9	4.1	4.2 × 1.5	4.3	4.4 ÷0.55	4.5 × 1.6	4.6 × 0.5	4.7	4.8 ÷0.48	4.9 ÷0.875	
3.0 ÷0.03	3.1 × 2	3.2 × 2.75	3.3 ÷0.825	3.4 ÷ 0.4	3.5 ÷ 0.7	3.6 ÷ 0.6	3.7	3.8 ÷0.95	3.9	
2.0 ×3.85	2.1 ÷ 0.25	2.2 × 3.5	2.3 ÷ 0.25	2.4 ÷ 0.3	2.5 × 2.8	2.6	2.7 ÷0.375	2.8 × 3.5	2.9 × 3	
1.0 × 8.7	1.1	1.2 × 1.5	1.3	1.4	1.5	1.6 ÷ 0.2	1.7	1.8	1.9	
0.0	0.1 ÷0.025	0.2	0.3 × 21	0.4 × 1.5	0.5	0.6 ÷ 0.3	0.7 ÷0.175	0.8 × 10	0.9 ÷ 0.12	

START