**Tic-Tac-Math Solving Inequalities**

Rules and Play

1. Two Players take turns selecting and solving problems.
2. If a player solves a problem correctly, he/she marks the cell with a symbol such as X, or O, initials, etc. If a player answers incorrectly, no mark is allowed and play passes to the next player.

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|  | **-6n + 12 ≥ 48** | **0.11x + 1.5 <2.49** |
| **2y + 15 ≥ 17** | **-4x + 7 < 19** |  |
| **> 4** |  | **9n – 8n + 16 < 45** |

1. Players receive 25 points for each tic-tac-toe (3 marks in a row, column, or diagonal).
2. The game ends when the board is filled. The player with the most points wins.