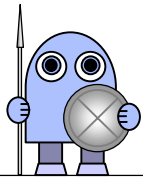
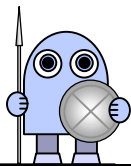


maths games



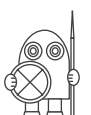
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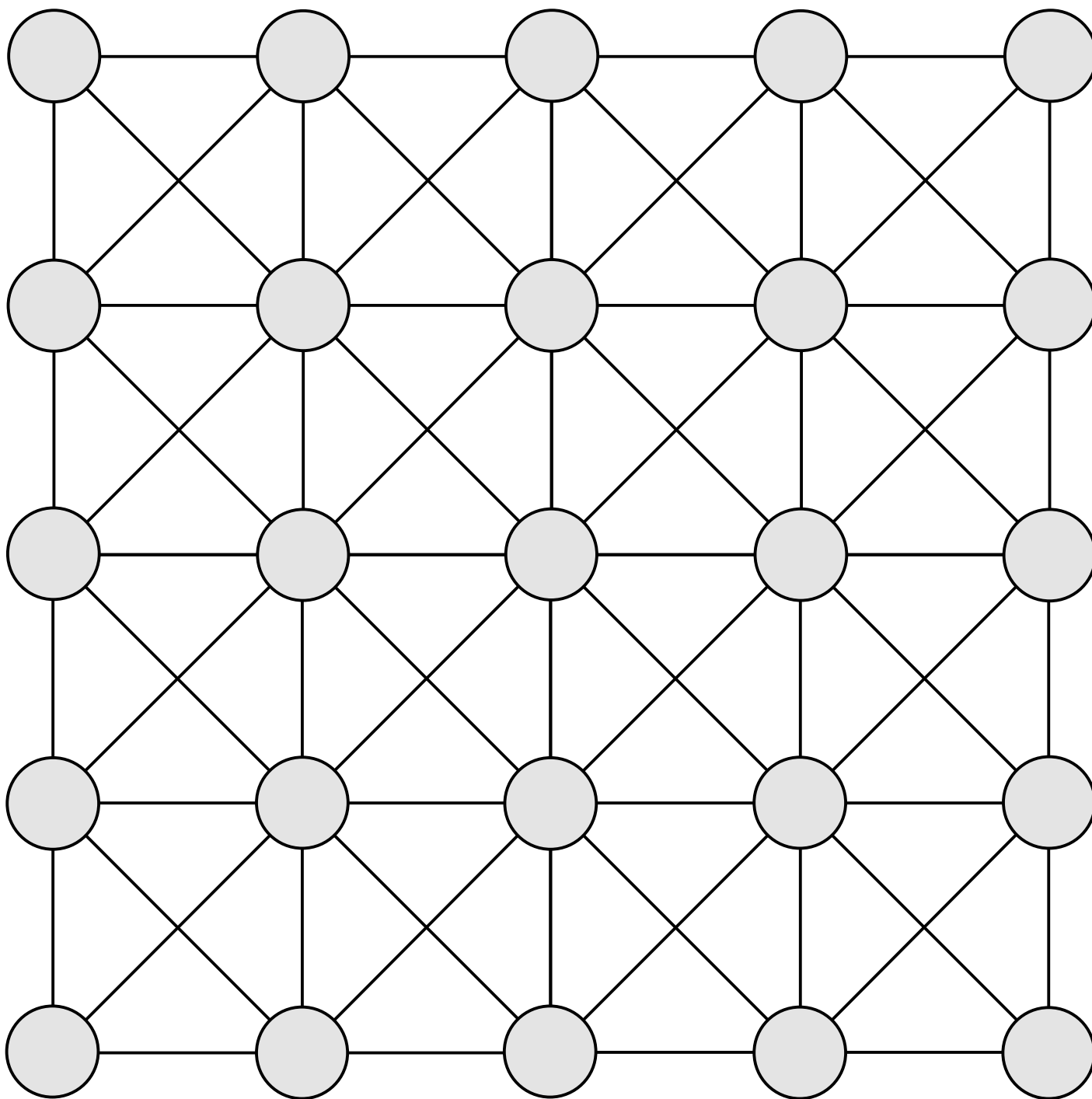
game	number of players
alquerque	2
circle of 8	2
counter change	1
domino blocker	2
double trouble	2
last kangaroo	1
square shuffle	1
blue tac, red tac	2



alquerque

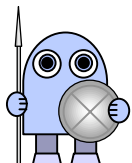
number of players	2
what you need	game board + 12 counters each
starting position	<p>place counters on the board like this :</p>
who goes first	either player
aim of the game	capture all of the other player's counters
the rules	<ul style="list-style-type: none"> ❖ you can move any counter from its circle along a line to an adjacent empty circle ❖ you can capture one of your opponent's counters by jumping over it into an empty circle beyond (and once you're there you can jump again to make a capture, even if you need to change direction); captured counters then leave the board ❖ if you can capture one of your opponent's counters, you must do so, otherwise you lose your counter! ❖ if there's a choice, you must capture as many counters as you can - or lose your counter!



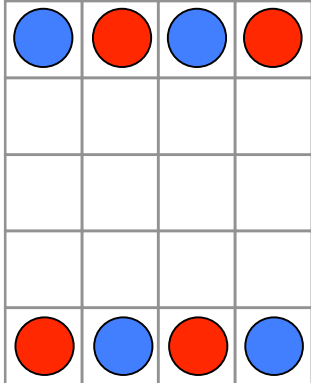


** enlarge to A3*

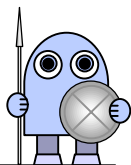




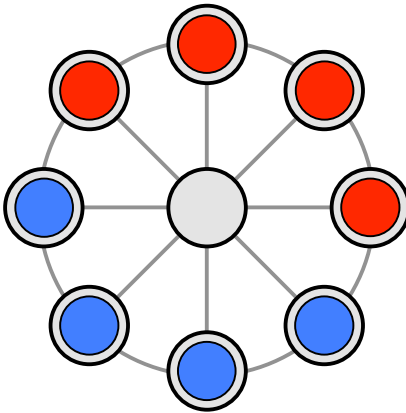
blue tac, red tac

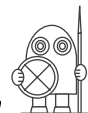
number of players	2
what you need	game board + 4 counters each
starting position	<p>place counters on the board like this :</p> 
who goes first	either player
aim of the game	get three of your counters next to each other in a line – in any direction (vertical, horizontal or diagonal)
the rules	<ul style="list-style-type: none"> ❖ players take it in turns to move ❖ when it's your turn you move one of your counters to an adjacent empty square ❖ you can move up, down or sideways – but not diagonally ❖ you can't have more than one counter in any square ❖ you can't jump over or take pieces

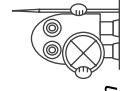
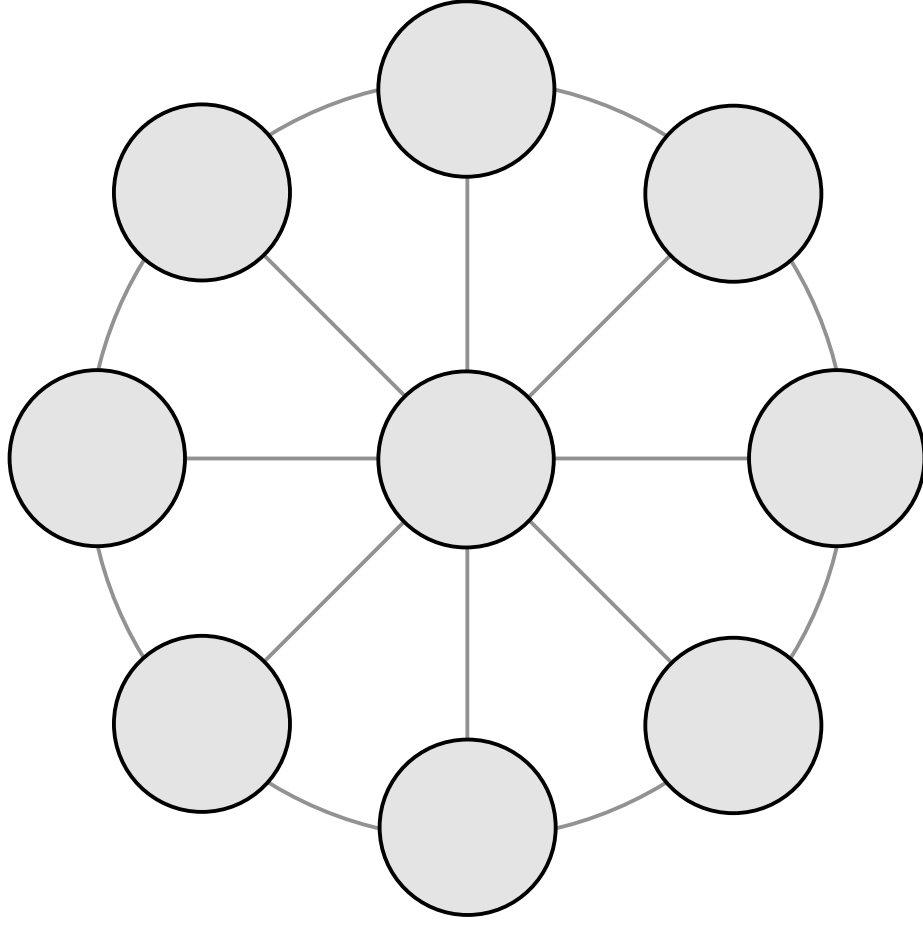
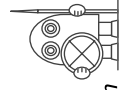
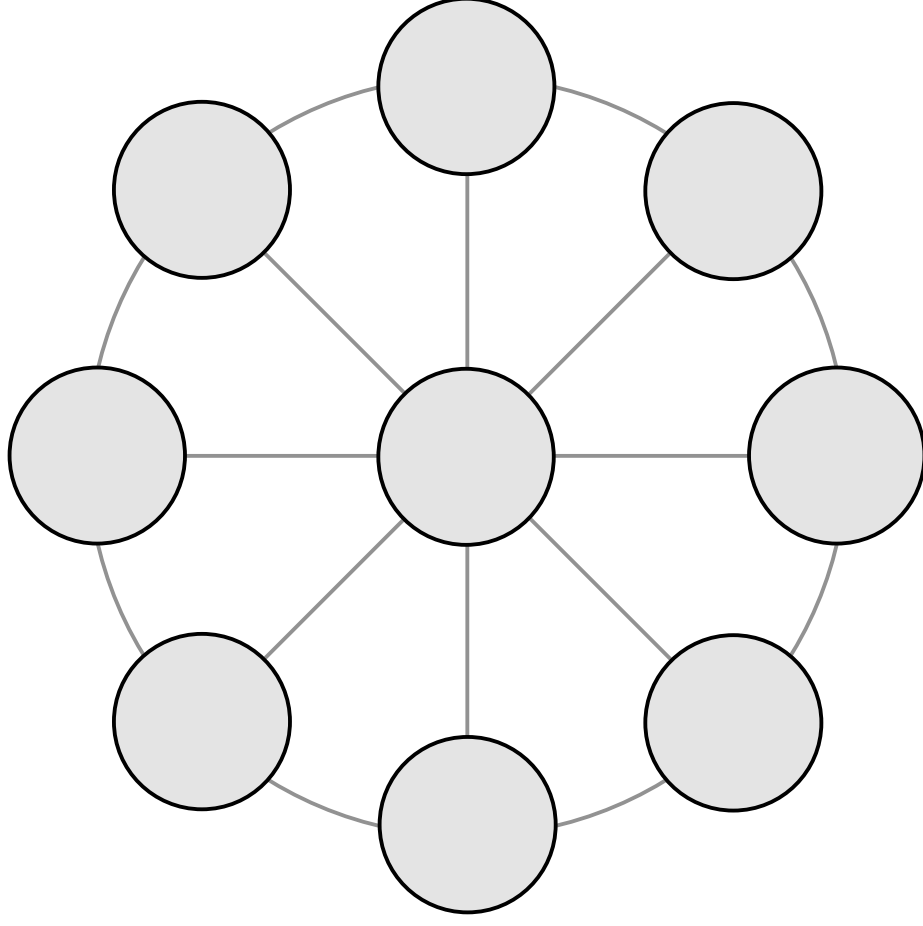


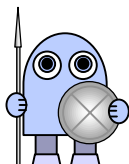


circle of eight

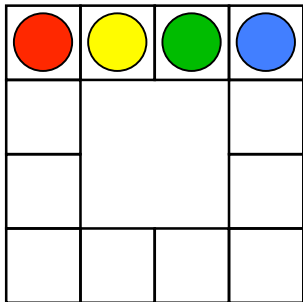
number of players	2
what you need	game board + 4 counters each
starting position	<p>place counters around the outer circle like this :</p> 
who goes first	toss a coin
the rules	<ul style="list-style-type: none">❖ players take it in turns to move❖ when it's your turn, move any counter along the line to a neighbouring empty circle
aim of the game	block the other player so that he / she can't move



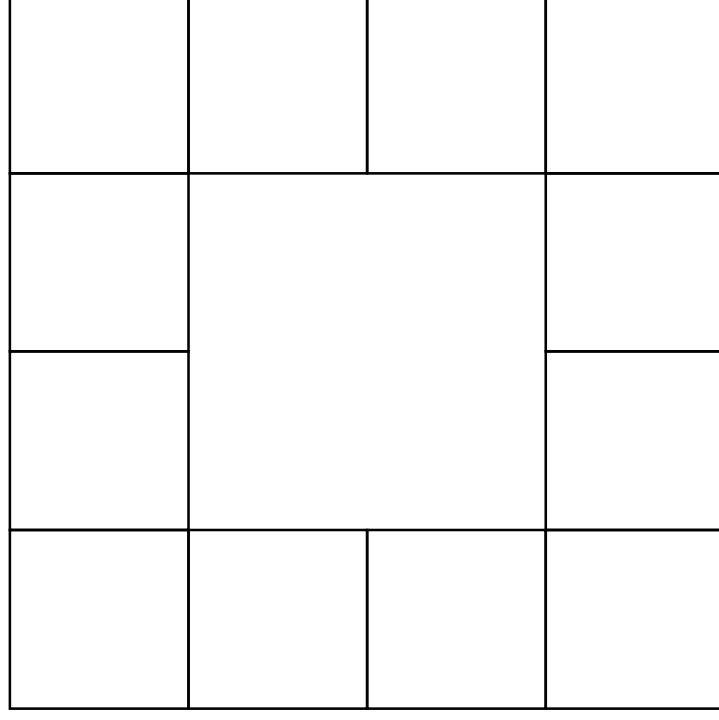
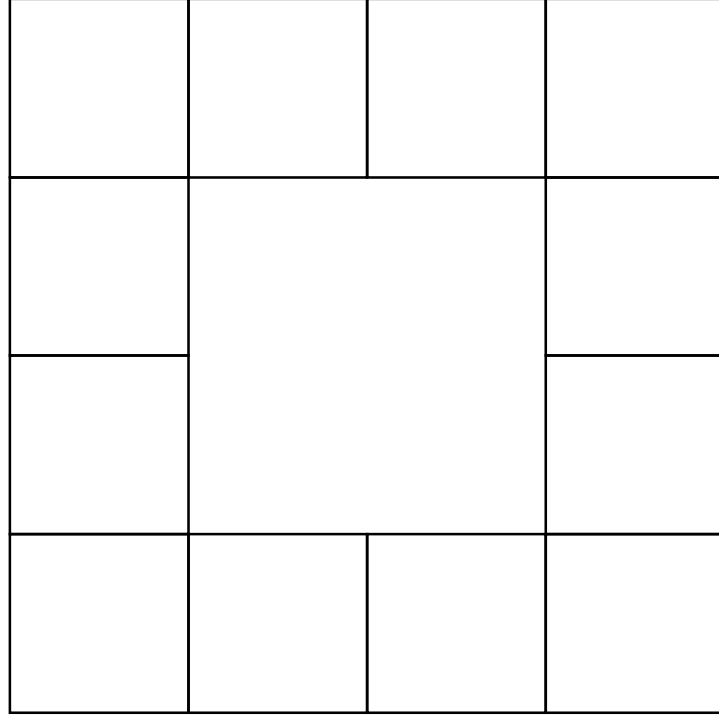


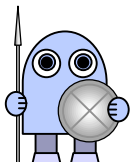


counter change

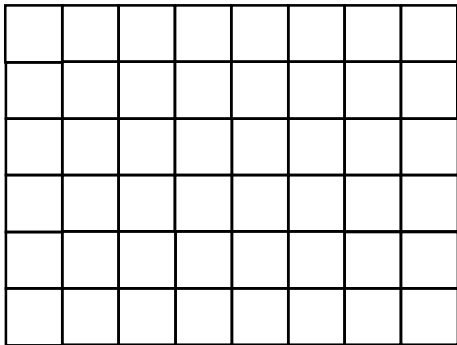
number of players	1
what you need	game board + 4 counters of different colours
starting position	<p>place counters on the board like this :</p> 
aim of the game	to end up with the four counters along the top row but in reverse order
the rules	<ul style="list-style-type: none">❖ jump any counter from its present square to a new square 5 places away❖ moves may be clockwise or anticlockwise❖ only one counter at a time on any square !



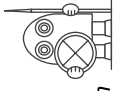
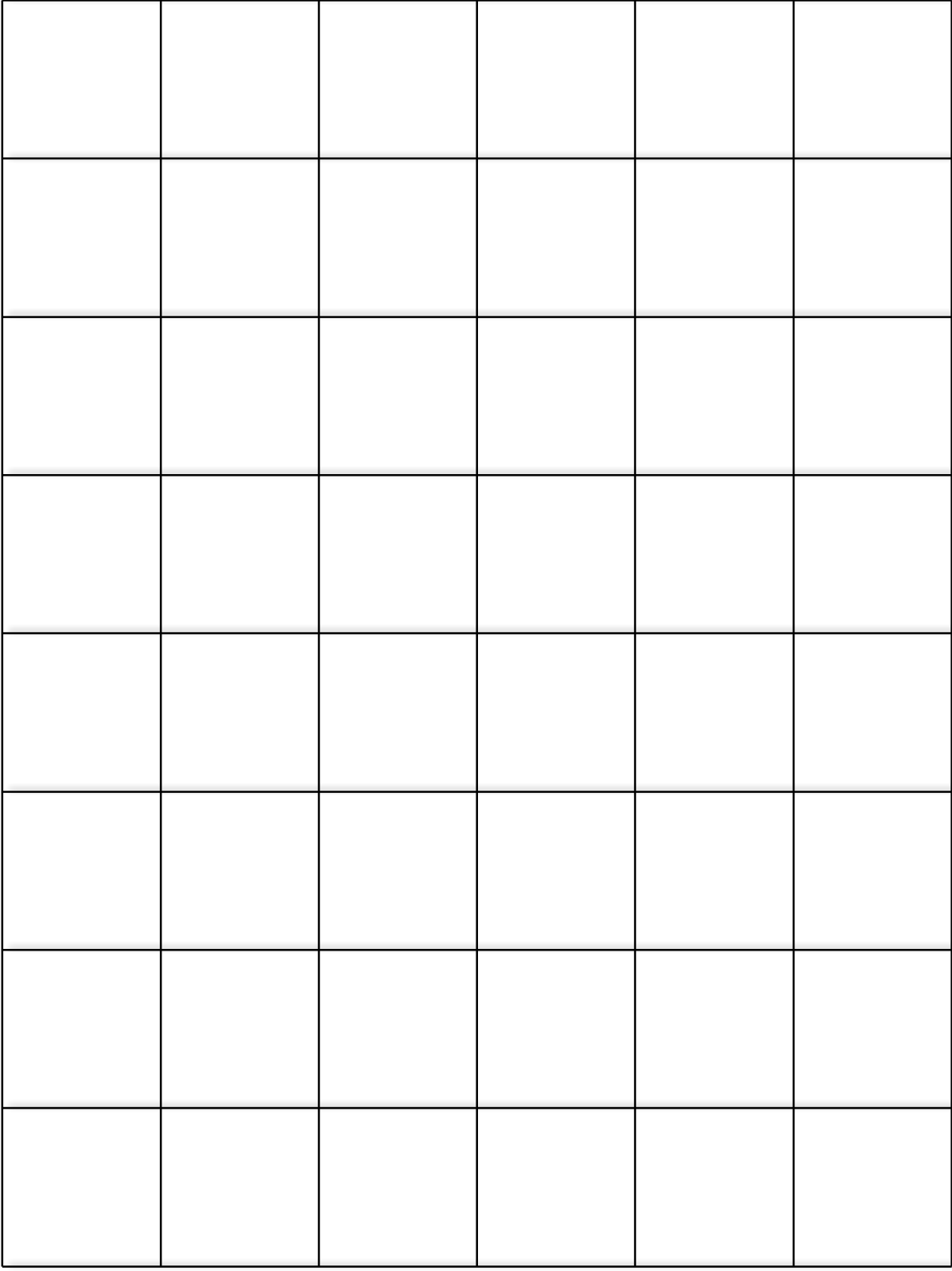


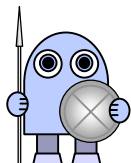


domino blocker

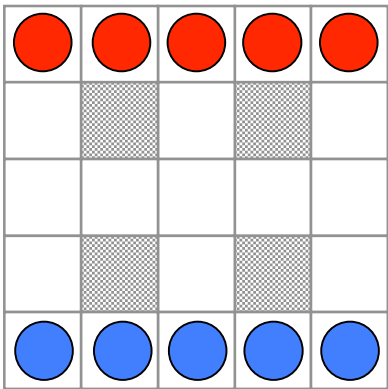
number of players	2
what you need	game board + 2 sets of dominoes (one set of one colour, the other set of a different colour)
starting position	<p>start with the board empty :</p> 
who goes first	either player can go first to begin with, then take it in turns for the following games
aim of the game	make it impossible for your opponent to place a domino anywhere on the board
the rules	<ul style="list-style-type: none">❖ throughout the game one of you must place your dominoes horizontally and the other must place all dominoes vertically; decide which is which at the beginning❖ take it in turns to place one of your dominoes on the grid so that it covers exactly two squares



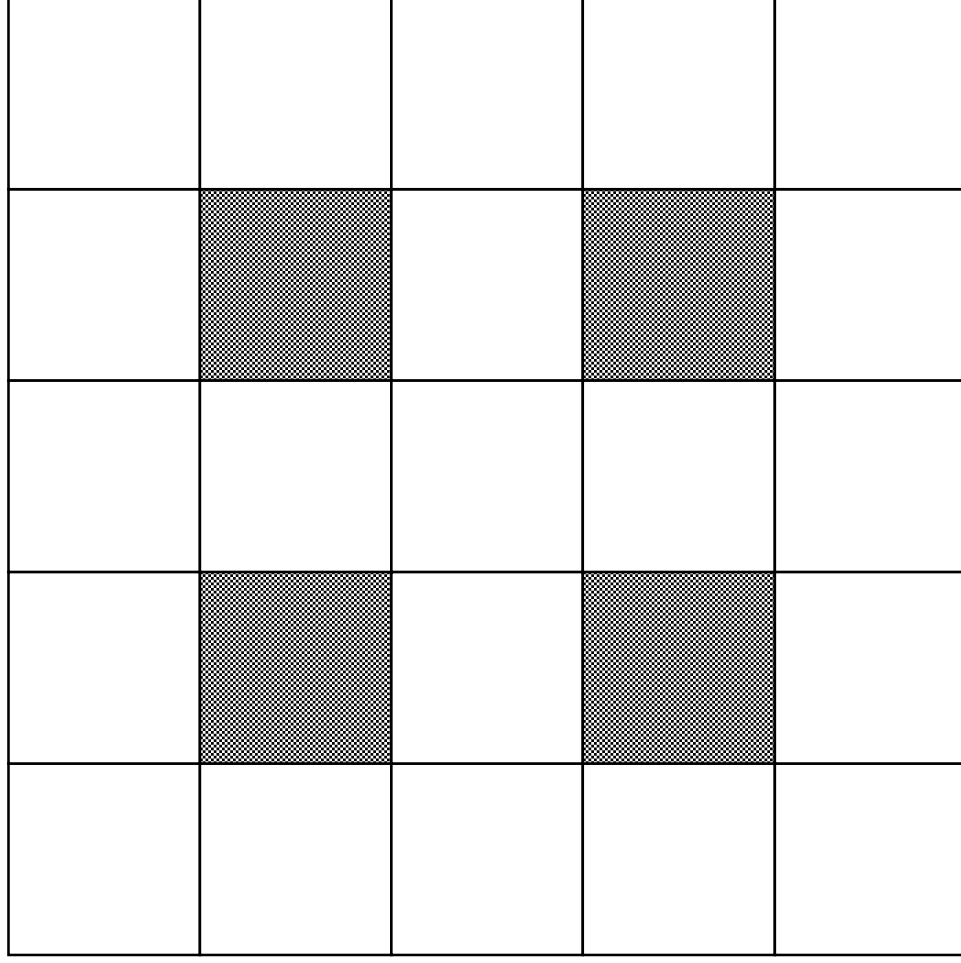


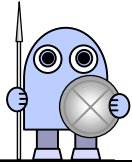


double trouble

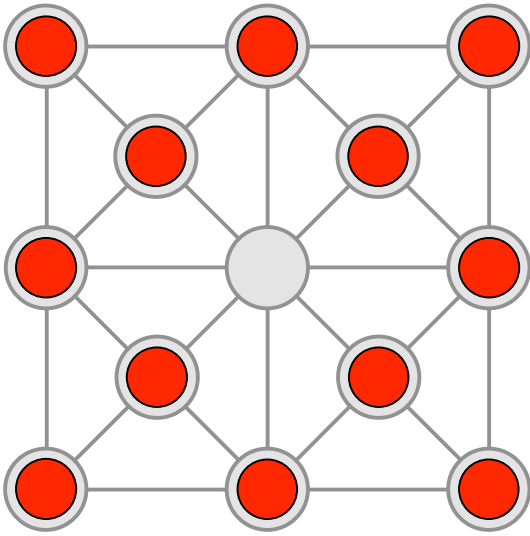
number of players	2
what you need	game board + 5 counters each
starting position	<p>place counters on the board like this :</p> 
who goes first	either player
aim of the game	get all your counters across the board to the line of squares on the far side
the rules	<ul style="list-style-type: none"> ❖ players take it in turns to move ❖ when it's your turn you must move two of your counters just one square in any direction (including diagonally) ❖ the black squares can't be used at all ❖ you can't have more than one counter in any square and there's no jumping or taking counters

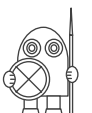


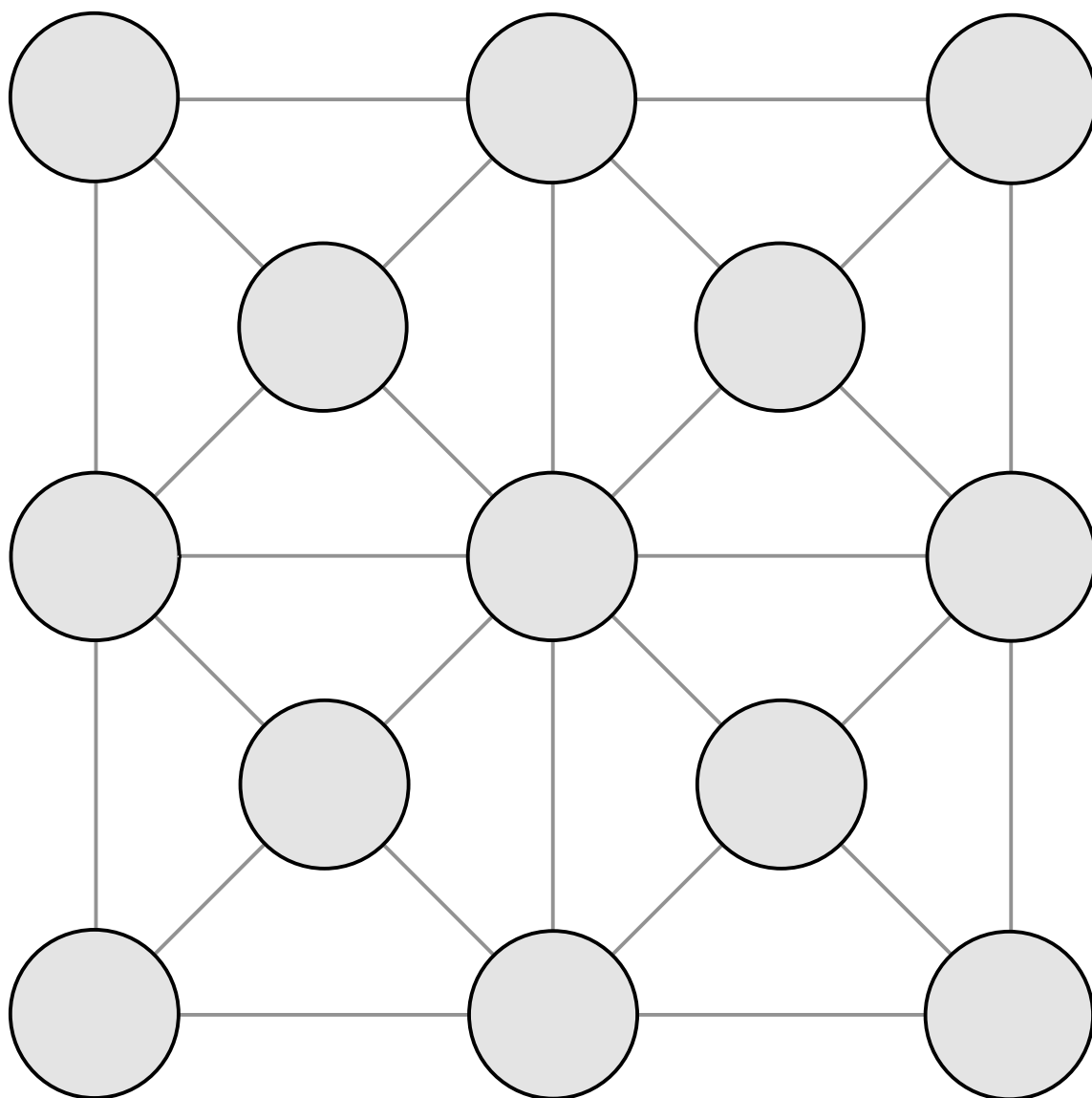


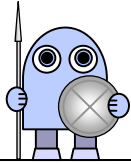


last kangaroo

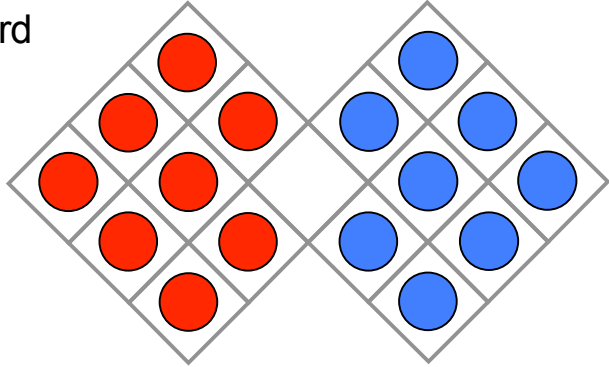
number of players	1
what you need	game board + 12 counters
starting position	<p>place a counter on every junction except the centre spot :</p> 
aim of the game	<ul style="list-style-type: none"> ❖ end up with just one counter on the board ❖ the super-challenge is to end with the last counter in the centre spot
the rules	<ul style="list-style-type: none"> ❖ there's only way to move a counter : jump over another counter into an empty spot ❖ the counter you've jumped over is then removed from the board







square shuffle

number of players	1
what you need	game board + 16 counters (8 of one colour and 8 of another)
starting position	<p>place counters on the board like this :</p> 
aim of the game	move each set of counters into the opposite square in the smallest number of moves (46 moves is possible but anything under 50 is good)
the rules	<ul style="list-style-type: none"> ❖ you can slide any counter into an adjacent empty square ❖ you can jump over an adjacent counter – whatever its colour – into an empty square beyond

