

Games ~ 1

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Triangle Sum

A game for two players

Players take turns moving a single marker or counter on the diagram below.

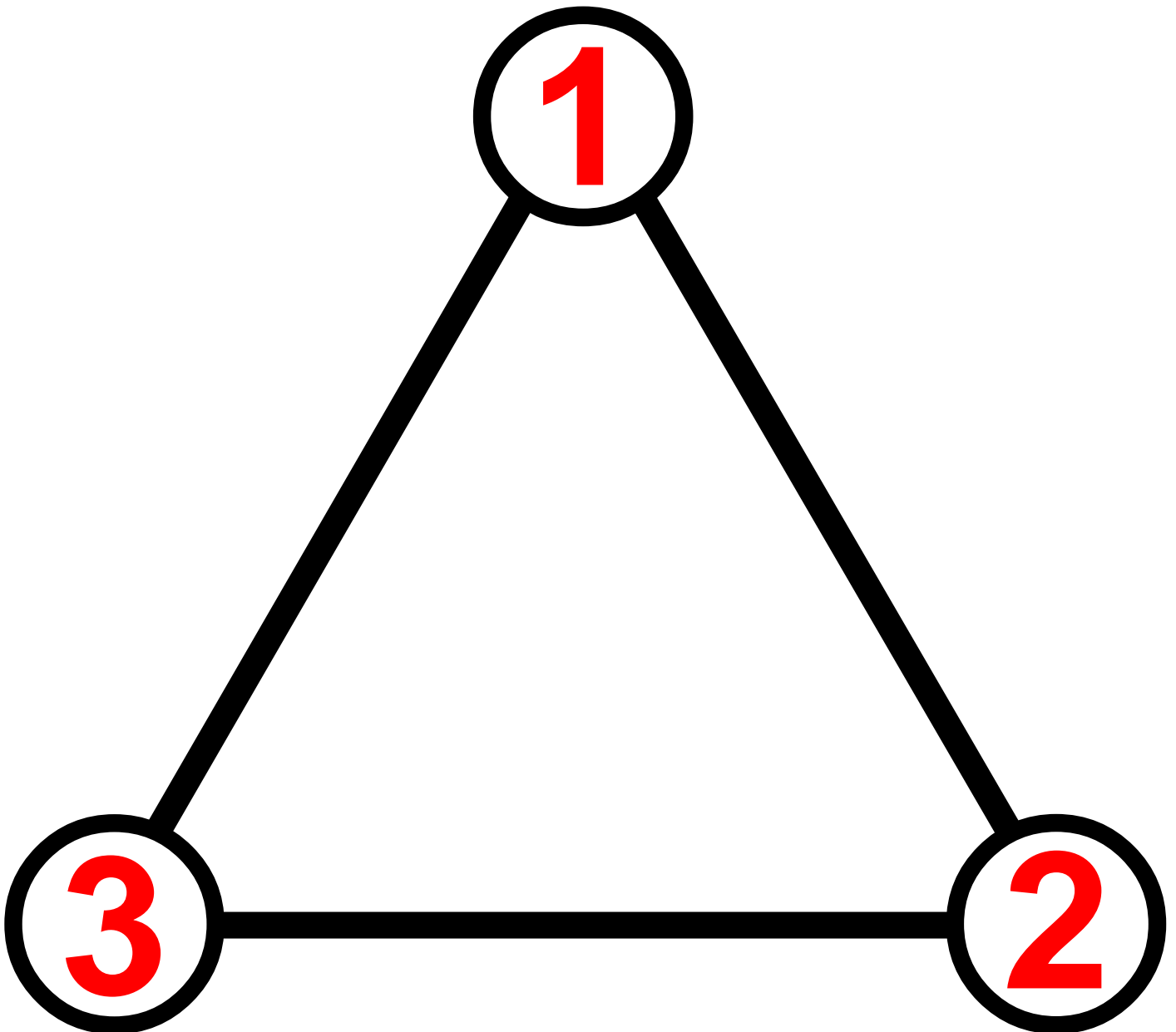
Before starting the players agree on a **target total**. (For newcomers, 13 is a reasonable start).

The first player places the marker on any number and says that number as the score.

The other player must move the marker along a line to another number (it cannot remain on the same number), and adds that number on to the previous score to make a new score.

So they continue, always moving the marker to another number and adding that on to make a new score. Notice there is only a single score which they keep between them. It is a good idea to say what the score is after each move.

A player who makes the score equal to the **target total** wins the game. If a player is forced to go above the target total, then the other player is the winner.



Poly Pick

A game for two players

The diagram shows a set of 11 large spots. Each of these spots is connected to 4 other spots by means of 2 black lines and 2 “white” lines.

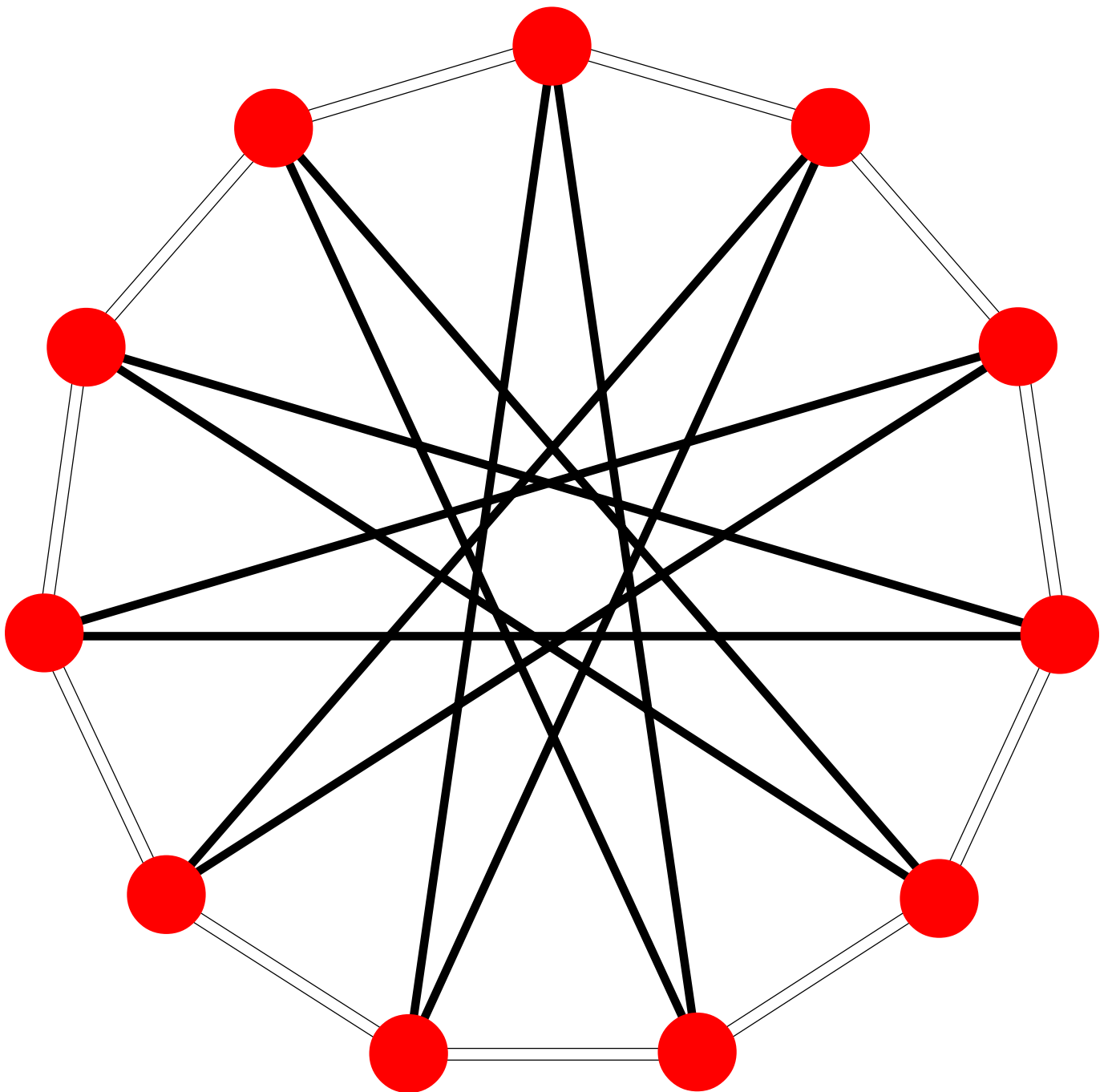
Players must first agree what the use of the word **line** is to mean during that game.

It can mean: a black line, or a white line, or a line of either colour.

A marker or counter is placed on every spot and players take turns taking these markers off.

In one turn a player may take off 1 marker or 2 markers, but can only remove 2 markers provided that they are on spots which are connected by a single straight **line**.

The player who removes the last marker (or 2) wins the game.



In & Out

A game for two players

Each player has their own marker or counter.

One starts on spot **X**, the other starts on spot **Y**.

Players take turns moving their own marker along the zig-zag line from spot to spot.

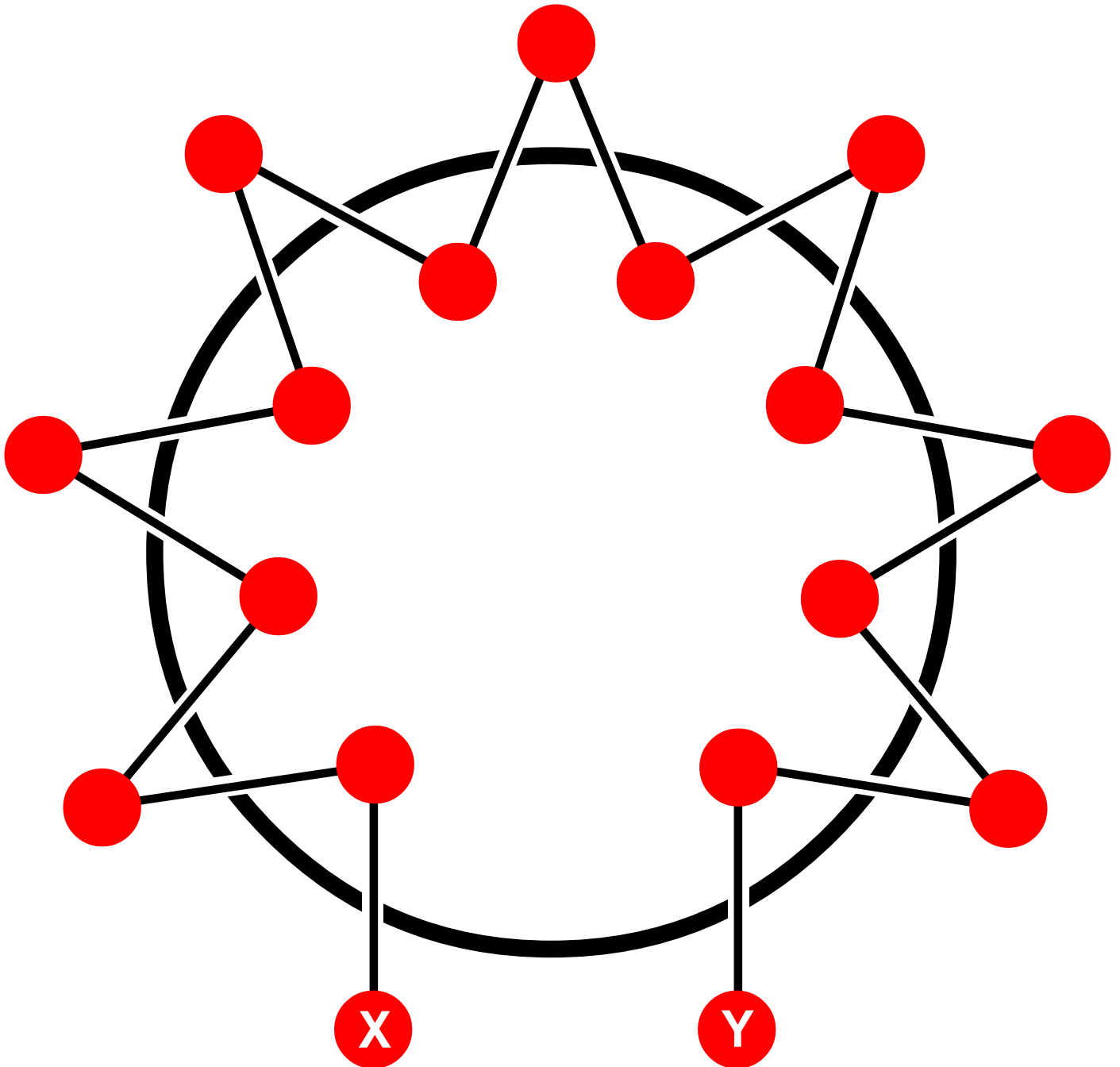
Moves can only be forward - that is, getting further away from the start position.

A marker may be moved on 1, 2 or 3 spots in each move.

Only one marker is allowed on any spot and no jumping over is allowed.

When no further moves can be made then,

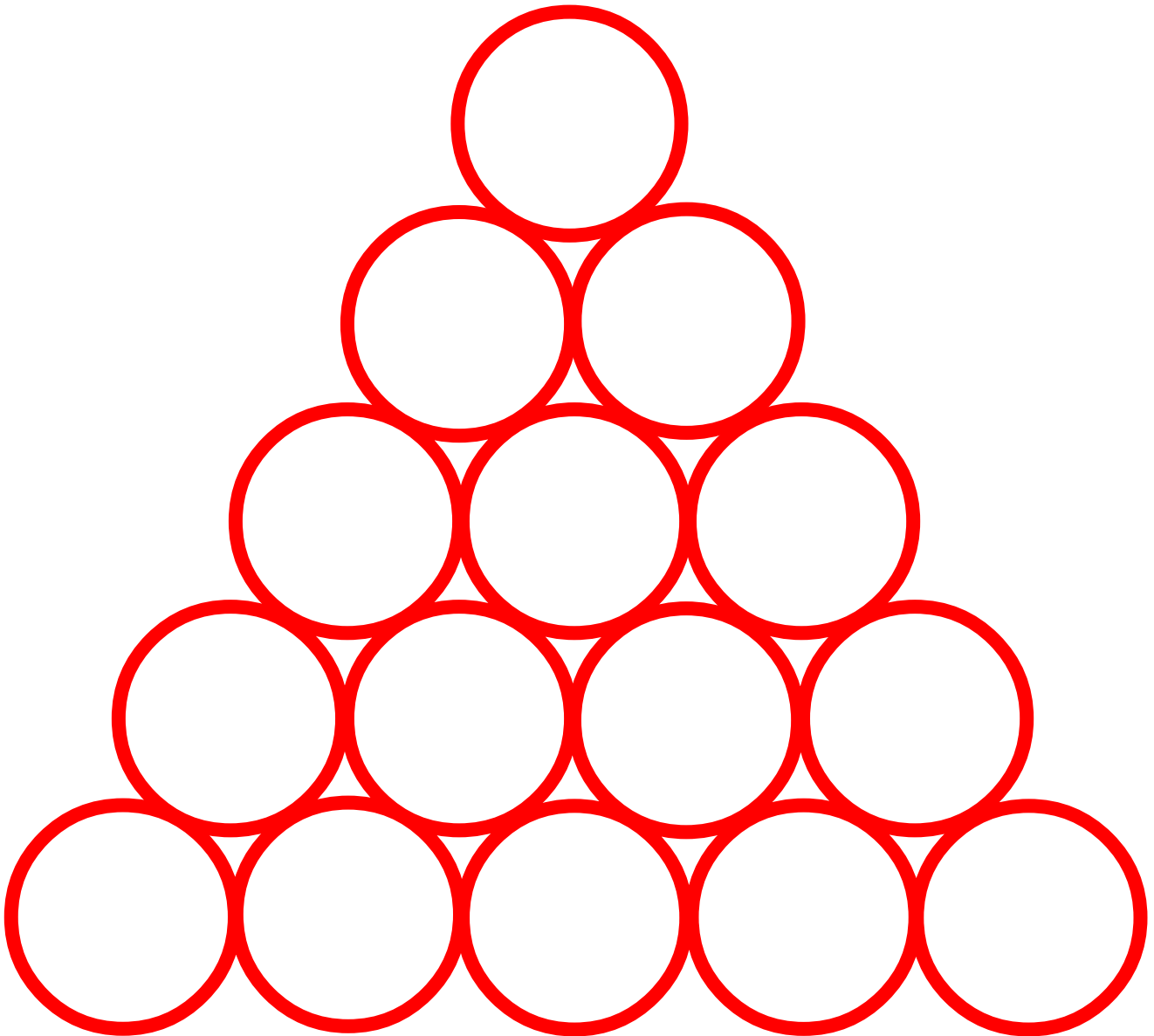
the winner is the player whose marker is **outside** the circle.



Skittles

A game for two players

A single marker or counter is placed in each circle to serve as a 'skittle'.
Players take turns rolling a single die and removing skittles from the board.
If the die shows an **odd** number then only **one** skittle may be removed.
If the die shows an **even** number then **two** skittles must be removed but,
two can only be taken **if they are in circles which touch**
and, if two cannot be removed then **none** can.
When all the skittles have been taken, the winner is the player who has the most.



Cover Up

A game for two players

A supply of counters is needed for covering the numbers.

Each player 'owns' one of the two grids.

Players take turns throwing two dice.

After throwing the dice, the player may

either do nothing

or must cover up numbers (or a number) on his or her own grid which add up **exactly** to the total showing on the two dice.


The winner is the first player to get all the numbers on his or her grid covered.

1	2	3
4	5	6
7	8	9
10	11	12

1	2	3
4	5	6
7	8	9
10	11	12

Home Run

A game for two players

Place one counter in each of the cells marked with 

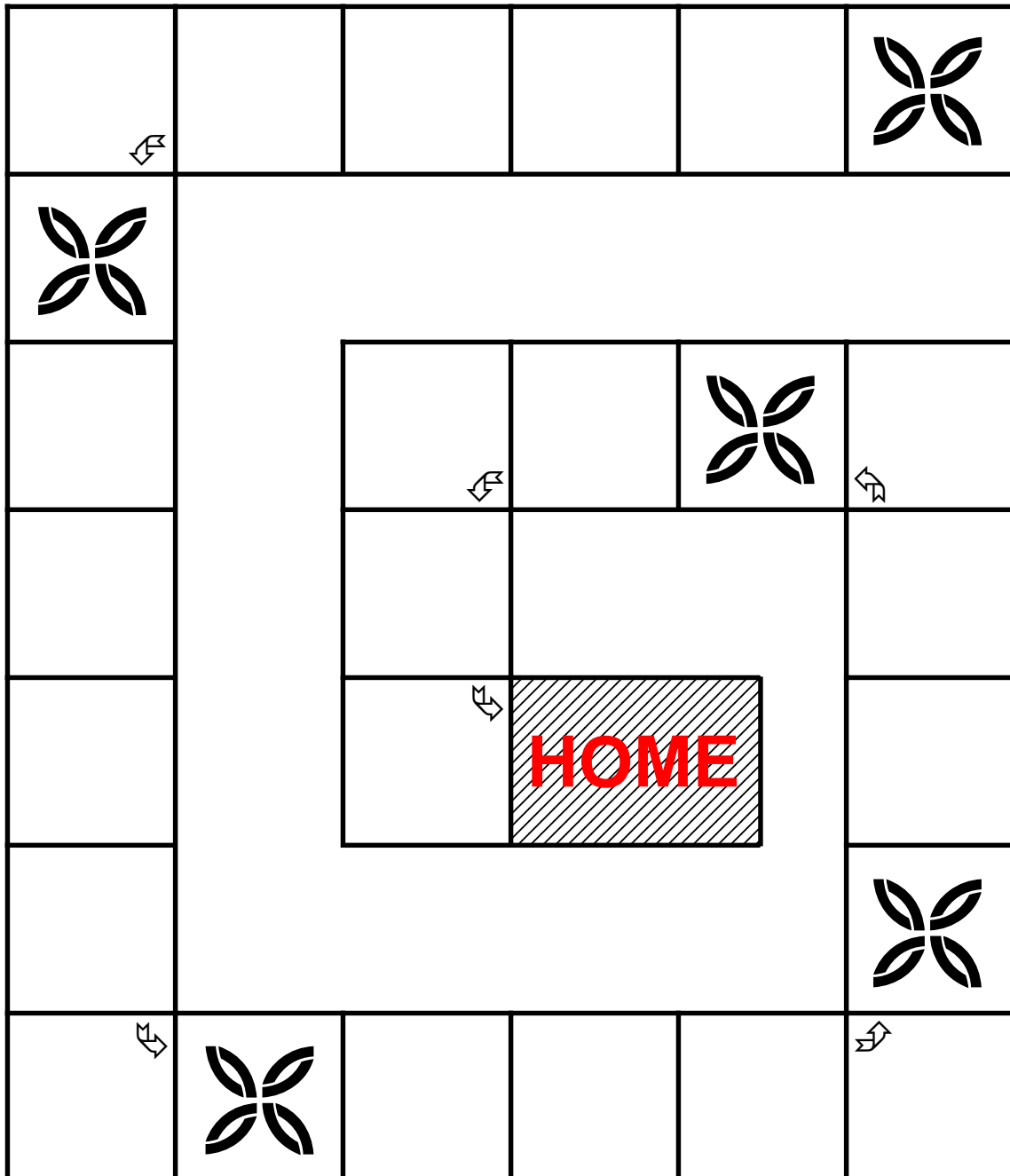
Players take turns moving these counters.

In his or her turn a player must move **one** counter a distance of 1, 2 or 3 cells, moving in the direction shown, along the line of cells towards the last one marked HOME.

Counters may not jump or overtake, and no cell may have more than 1 counter in it.

When a counter is moved into the HOME cell it is removed from the board.

The player who removes the **last** counter **wins** the game



Cross Nim

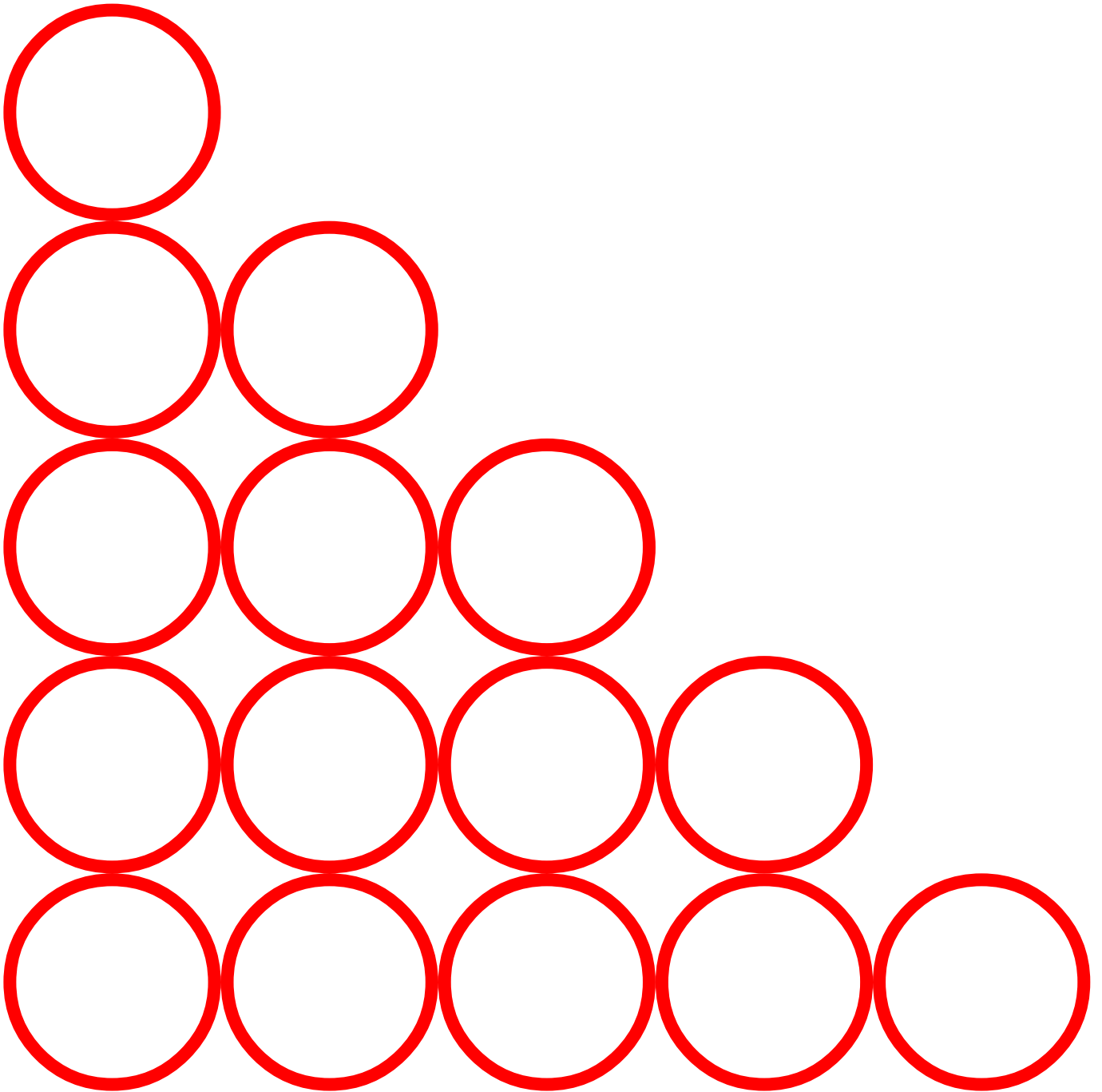
A game for two players

Start with one counter in each of the circles.

Players take turns removing these counters.

A player may remove any number of counters, provided they are all in the **same** vertical \updownarrow column, or in the **same** horizontal \leftrightarrow row.

The player who removes the **last** counter **loses** the game

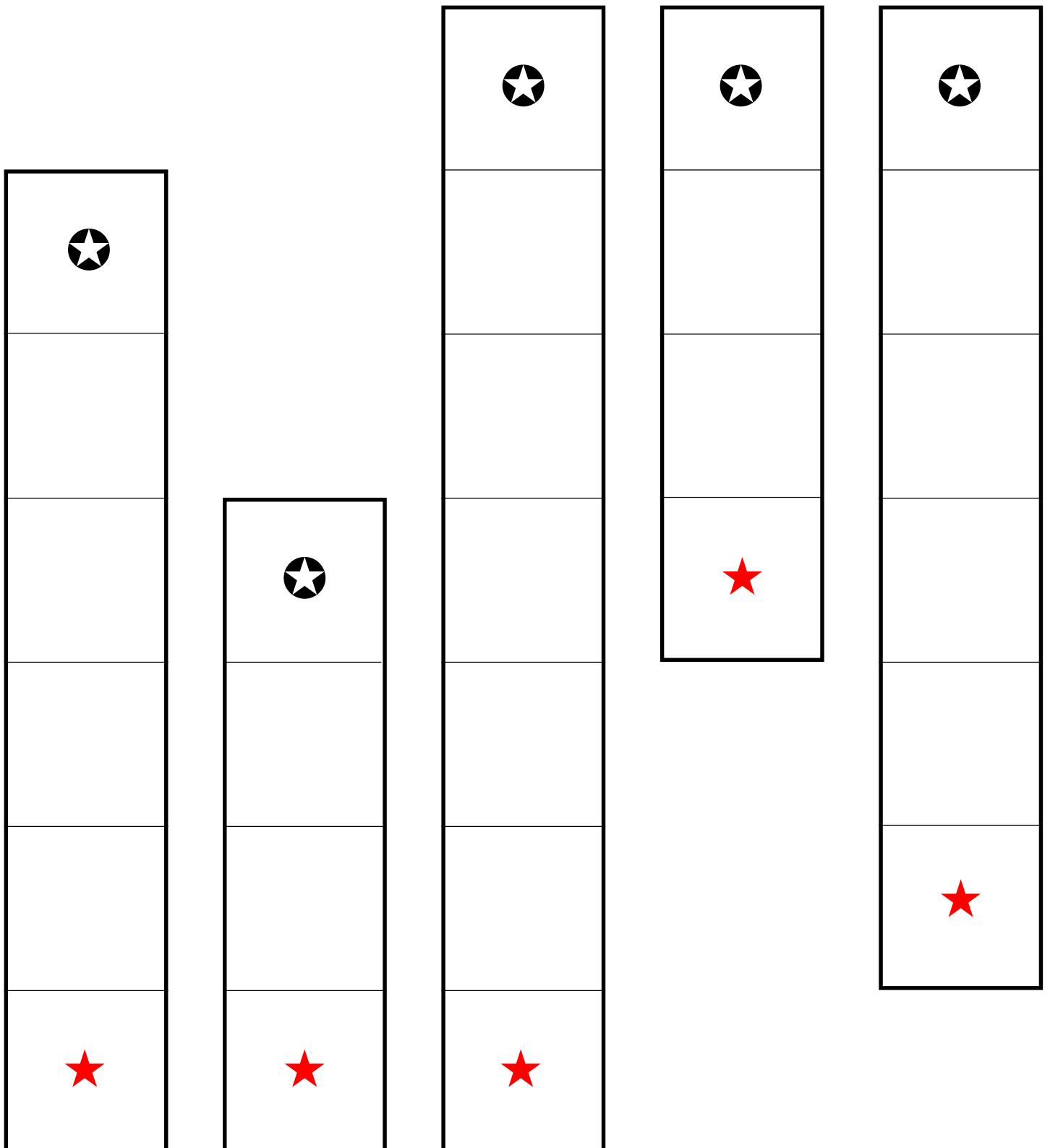


To and Fro

A game for two players

Each player has 5 counters, and the board has 5 tracks divided into varying numbers of cells. At the start, the counters of one player are placed, one to a cell, in those marked ♣ while the other player's counters start in the ★ cells.

In their turns, players **must move** any one of his or her counters a distance of 1, 2 or 3 cells. A counter may move in any direction (forwards or backwards), but only within its own track. Only 1 counter at a time may occupy a cell, and no jumping over another counter is allowed. The player who makes the **last** possible move **wins** the game.



Thirty one

A game for two players

Players take turns putting counters on the board to cover the numbers.

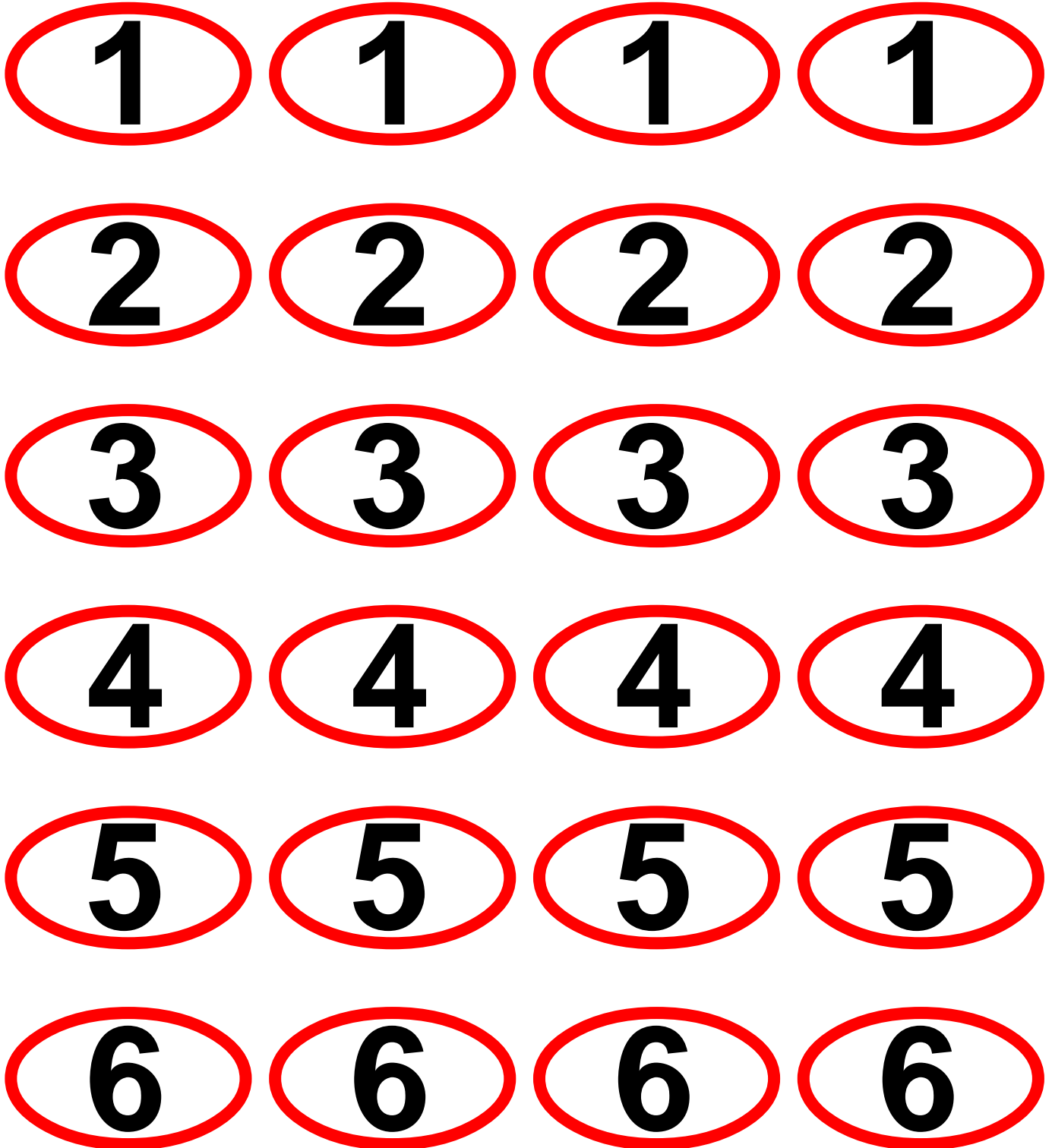
Only one counter is allowed on each number.

As each number is covered, it is added on to the total, which the players keep **between** them.

Each player is trying to make this total equal to 31.

A player who succeeds in making the **total equal 31 wins** the game.

A player who makes the total equal to **more than 31 loses** the game.



Put Down

A game for two players

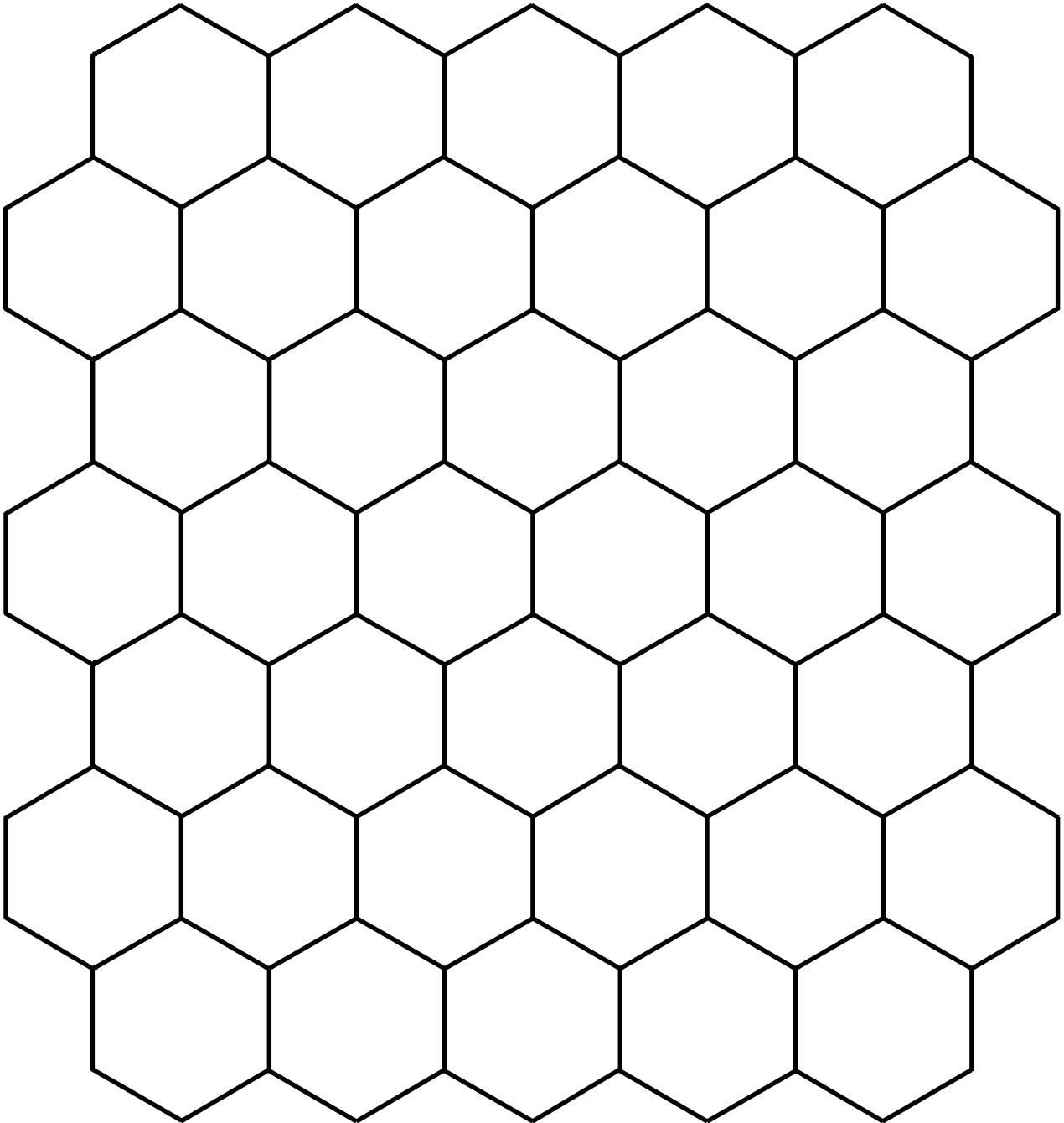
Players take turns putting counters in the hexagonal cells.

Only **one** counter may be put in each cell.

Once a counter has been put in a cell it cannot be moved.

A counter **cannot** be put in a cell which **touches** another cell already holding a counter.

The player who puts down the **last** possible counter **wins** the game.



One or Two

A game for two players

Place one counter on each of the spots.

Players take turns removing these counters.

In any one turn a player must remove **either** one counter **or** two.

Two counters can only be removed provided they are next to each other.

'Next to' means that they are connected by a single straight line with no empty spots or other counters between them.

The player who removes the **last** counter (or counters) **wins** the game.

