

You Need

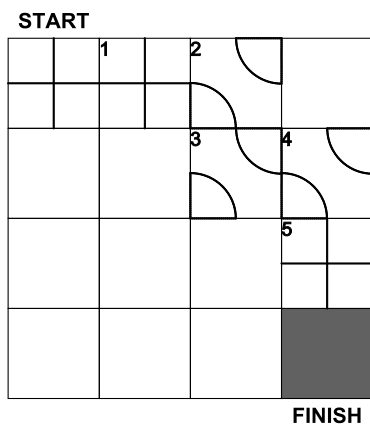
- Twelve [12] tiles and a playing board

This is a game for two players.

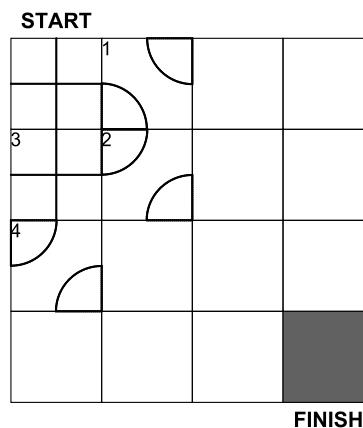
Rules

- The aim is to make a continuous path from Start to Finish without going off the board.
- Players take turns to place one tile to make the path.
- The winner is the person who makes the final connection to the Finish square.
- If you take the path off the board you lose.

Examples



- A plays 1.
- B plays 2.
- A plays 3.
- B plays 4.
- A plays 5 and **wins**.



- A plays 1.
- B plays 2.
- A plays 3.
- B plays 4 and **loses** because the path goes off the board.

NB: The middle of the + tile is *not* a corner. It is like a road on a bridge above another road.

Challenge

1. Play the game a few times then investigate the game together.
2. In your journal, write a paragraph that helps a new player to be good at the game.
You can draw too.