Finker Frog's Number Challenge



The Rules

- 1. This game is for 2 players (or 2 teams).
- Equipment you need:

 100 square game board
 Counters in 2 different colours (about 10 of each colour for a short game or more for a longer game).
 3 special dice, each with numbers 1-10 or 1-12 on. (Alternatively you could use a shuffled stack of number cards.)
- 3. Your aim is to score as many points as you can.
- 4. Take turns to roll all 3 dice. (If using cards, take 3 cards from the face down pile.)
- 5. In each turn, you may add, subtract, multiply or divide the 3 numbers in any order you like. There will be lots of possibilities.

eg. If the dice gave you 7, 8 and 2, you could say

7 + 8 + 2 = 17	or 8×(7+	+ 2) = 72
or 8+2-7=3	or 7 x (8 +	+ 2) = 70
or (7 x 8) + 2 = 58	or (7 x 8)	÷ 2 = 28
or (7 x 8) - 2 = 54	or (8 x 2)	+ 7 = 23
		and many others too.

- 6. Choose one of your answers and put a counter over that number on the 100 square. Only one counter may go on one number.
- 7. Continue to take turns for as long as you wish. You wait until the end of the game to add up your score.
- 8. If you manage to place your counters in rows (horizontally, vertically or diagonally) you will score more. A row of 2 doubles the scores of the counters in that row, a row of 3 trebles the scores, a row of 4 quadruples the scores, etc. So when

deciding which number to cover with a counter, you are likely to score more if you choose a number next to one that you have already covered.....but not always. You need to think carefully.

9. After you have both had the same number of goes (perhaps 10 each) you add up your scores. Below is an example to show you how.



10. Each counter can score only once, even if it happens to be in 2 rows. You must decide which row to score it in. Think carefully. In the example above Red scores more by having 15 in a row with 5 than by having it in a row with 16, because 16 can be in a separate diagonal row with 7.

