In the game of Iago, two players take turns placing coins on a number line and capturing their opponent's coins. The player with the most coins on the number line when the line is full wins.

**Setup**
The game is played on a number line with ten numbered marks. Each player begins with a set of game pieces. For example, Player 1 can use pennies, and Player 2 can use dimes.

![Number Line Diagram]

**Play**
Players take turns placing one of their own coins on the number line until the board is full.

Players can capture each other's coins. To capture a dime, Player 1 must place a penny so that a dime is halfway between the new penny and a penny that was already on the number line. To capture a penny, Player 2 must place a dime so that a penny is halfway between the new dime and a dime that was already on the number line.

For example, it is Player 2's turn to place a dime on the board below:

![Dime Placement Diagram]

— or —

![Dime Capture Diagram]

When a coin is replaced, the new coin is not used to create extra captures on the same turn.

**Winning**
Play continues until there is a coin on each number. The player with the most coins on the number line wins. If players have the same number of coins, the game ends in a tie.

*See the pages below for printable game boards and rule variations.*
Use the game boards below to play!
Variation: If both players end the game with the same number of coins, Player 2 wins!
Variation: The dark circles below are "black holes." Neither player can place a piece on a black hole!