Remainder Jump

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Materials:

Game board, cards numbered 2 through 9 (these can be borrowed from a standard deck of cards), and a small game piece for each player. Sample game boards are on the next three pages.

Players:

2 or more.

Object:

Be the first player to reach the "Finish" hexagon.

Game Play:

The numbered cards are shuffled and placed face-down in a pile. All players begin with their game pieces in the hexagon marked "Start." Players take turns, starting with the youngest player and continuing to the left.

On a player's turn, he or she selects a card from the top of the deck. The player divides the number in the hexagon of his or her game piece by the number on the card.

The remainder is the number of spaces a player must move his or her game piece to reach a new hexagon. Players may move in any direction, but may not visit the same hexagon twice in the same turn (you may revisit hexagons you visited on previous turns).

Players continue drawing cards, dividing, and moving to new hexagons. The first player to *end his or her turn* on the "Finish" hexagon wins the game!

Variations:

Use any or all of these three variations to modify the game:

Easy Way Out: You may move any mumber of spaces up to your remainder. So, if your remainder is 6 and you are 1 space away from the hexagon marked "Finish," you can end your turn after moving one space and you win!

Triple Threat: Each player begins the game with three game pieces in the hexagon marked "Start." Each time a player selects a card, he or she may move one game piece. The goal is to move all three game pieces to the hexagon marked "Finish."

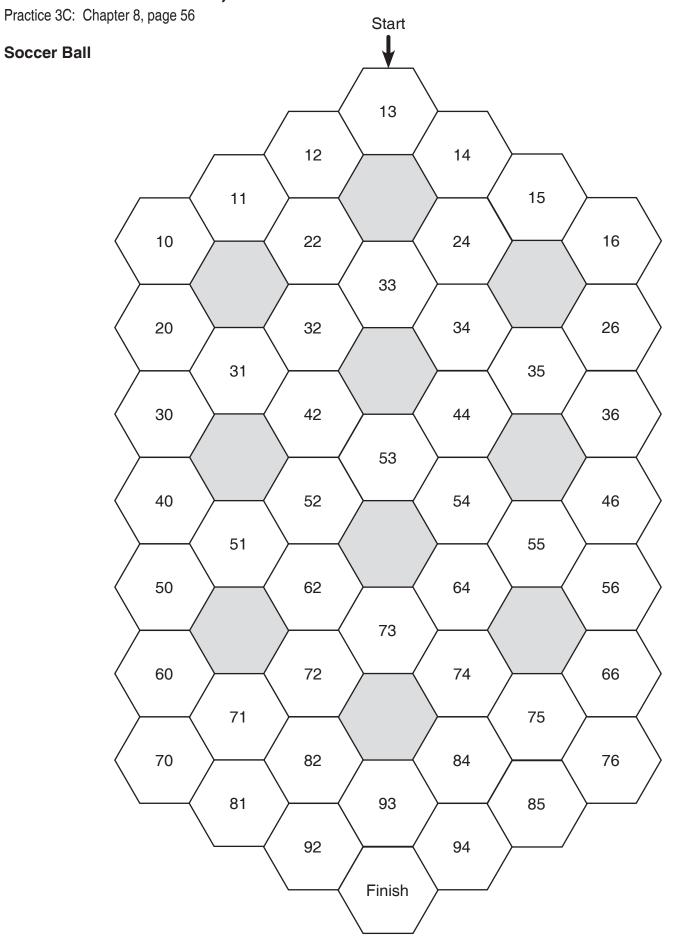
The Mean Game: If you land on the exact same hexagon as your opponents piece, you may move your opponent's game piece 3 spaces in any direction.

Strategy Hints:

Some hexagons are much better than others. For example, If your game piece needs to move 5 spaces to reach the hexagon marked "Finish," is it better to be on the hexagon marked 77, or the hexagon marked 36? Some areas of the game board have lots of good hexagons. Other areas have lots of bad hexagons. It will take lots of practice to find out which is which.

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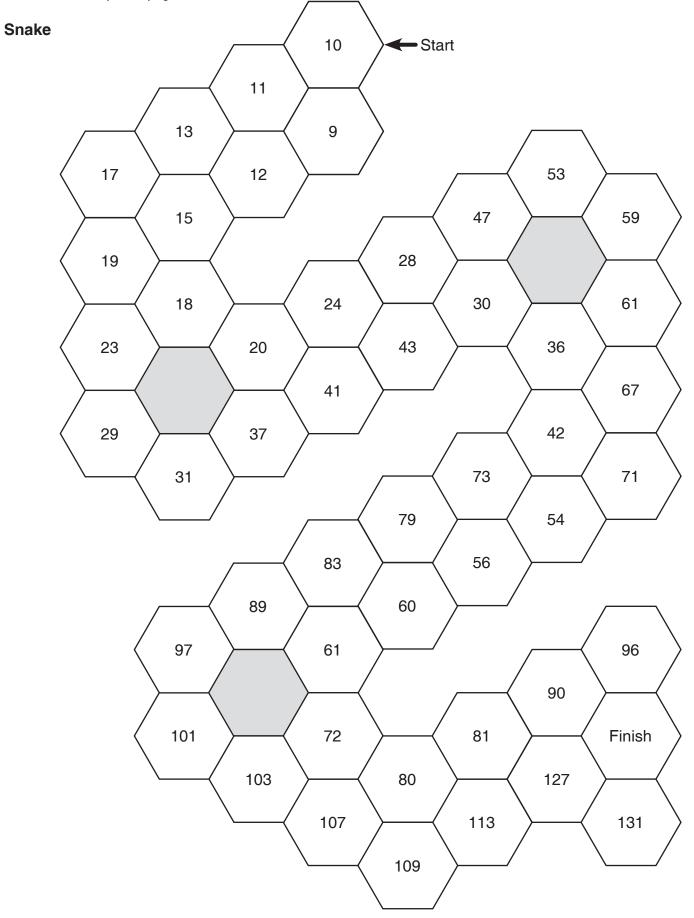
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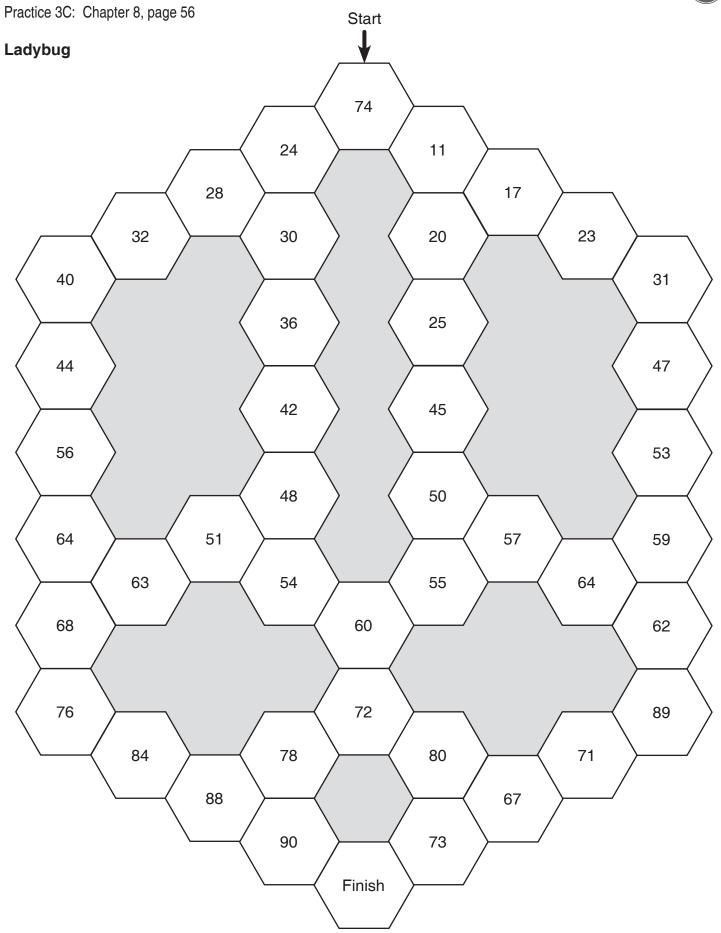
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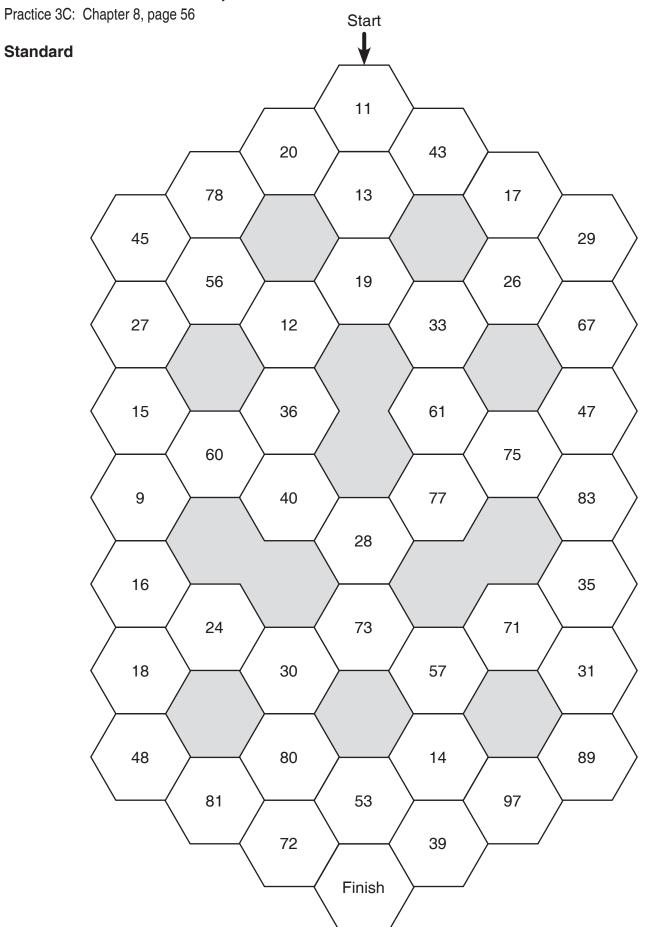
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Create Your Own



