

"Space Race"

2-3 players (preferably 2)

by Andy Harper



materials:

- dice
- graph paper
- lined paper
- colored pencils
- pencil

Players will compete against each other using one piece of graph paper to fill in arrays trying to get the most space (area) covered. On your turn, roll two dice. These numbers will be the dimensions of your array. Mark out that array on the graph paper. So if I roll a 2 and a 6, I can either outline two rows of six, or six rows of two. Then I color in that array. On my lined paper I record the total area from that array. Now it is my buddy's turn. She'll use a different color. Players continue alternating until one player CAN NOT play. Both players ADD the total number of graph paper squares in all their arrays. The greater sum wins.

There is a lot of luck in this game, but figuring out how to block your opponent is helpful.

Example:

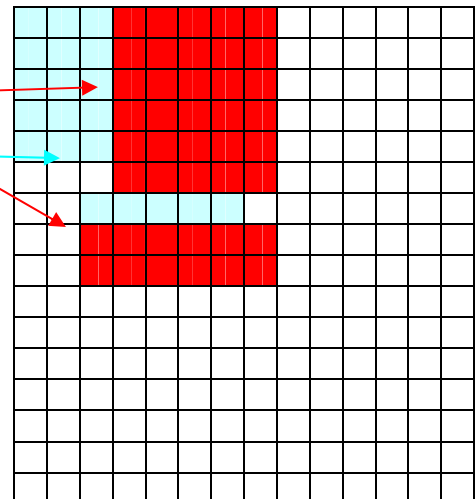
Player 1: rolls 2 & 6

Player 2: rolls 3 & 5

Player 1: rolls 5 & 6

Player 2: rolls 1 & 5

Player 1	Player 2
12	15
<u>+30</u>	<u>+ 5</u>
42	20



Modifications:

- adjust size of paper
- adjust numbers (by using special dice that go to twelve or by using playing cards instead of dice)
- use spinner with whatever numbers you choose