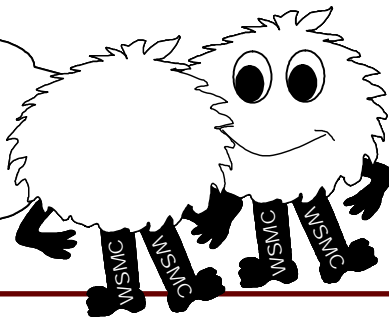


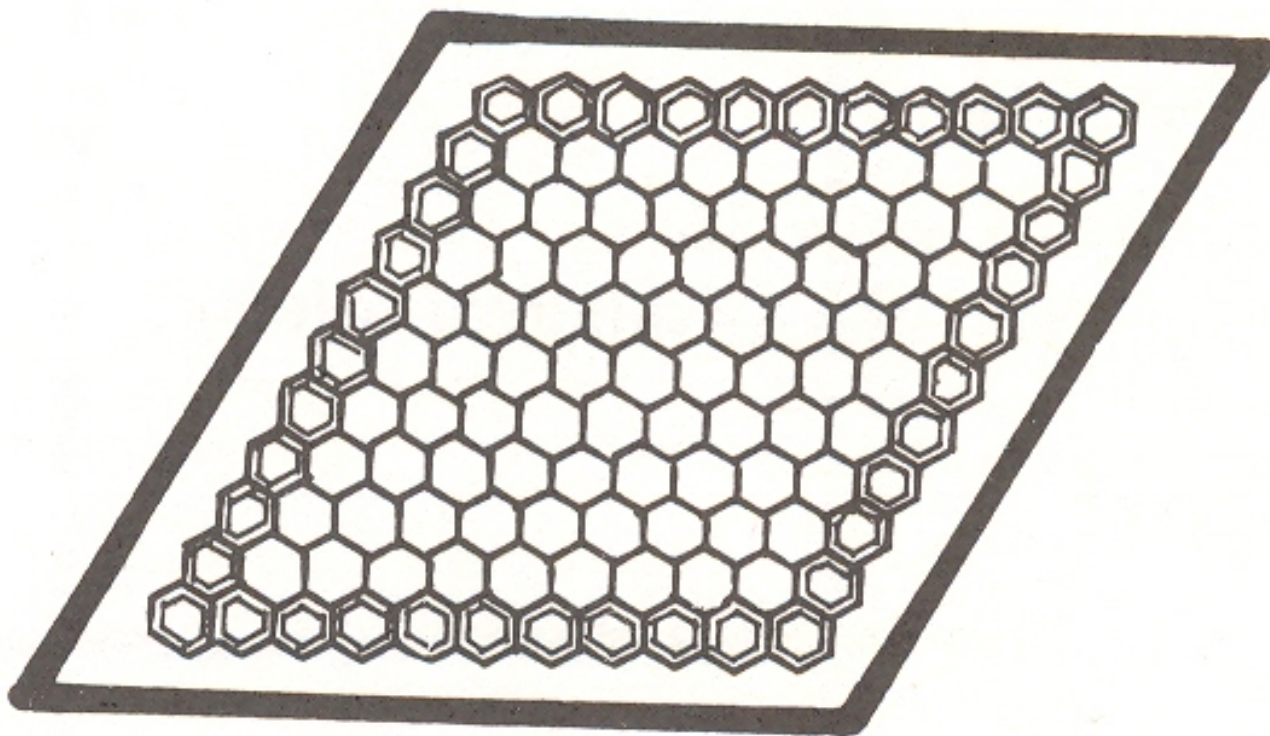
Math Game

Got an idea for **Math Game**?
Jot it down and send to Donna Buck,
PO Box 170, Joyce, WA 98343
(electronic information can be sent to
donna_buck@pasd.wednet.edu).



Detours Source: "TACTIX" by John Flatt

A straight line is the shortest distance between two points. However, it is not always the best way to go. How often do you go home from school by the shortest possible route? Seldom, I'll bet. . . . Sometimes, it pays to take detours.



- Objective** To form an unbroken line of markers between your two sides of the game board.
- You Need** Game-board (shown above). . One pencil or markers each (two different colors).
- To Start** Players select their pair of opposite sides.
- To Play** Players, in turn, using their own colors, place their marker in any position. . Continue the game with players endeavoring to form an unbroken line of markers connecting their own two sides of the game-board. The first player to do so wins.
- Rule** Corners belong to both players, i.e. either may claim them as cells touching one of their sides.