

## MARCHING ON

A game for 2 players

<b>10</b>	<b>20</b>	<b>30</b>	<b>40</b>	<b>50</b>	<b>60</b>	<b>70</b>	<b>80</b>	<b>90</b>	<b>100</b>	<b>110</b>	<b>120</b>
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RULES: Each player has their own game board. The game uses a pack of digit cards built from four cards each of the numbers 5–9 and eight cards each of the numbers 1–4.

Players take it in turn to spin a spinner and to take between 1 and 5 cards, according to the spin. If the numbers on any combination of cards add up to 10, the player displays them, then puts them face down on top of the number track, blocking out the numbers that have already been reached. The player must announce aloud the movement along the track, e.g. 'I can move from zero to 10', or 'I have put together another 10, so now I move from 20 to 30'. The same player can go as many times as the cards allow, but can only move in steps of ten, and keeps any remaining cards for combining with new cards on subsequent turns. The winner is the first person to reach the end of the track.

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A game for 2 players



RULES: Each player has their own game board. Players agree on any twelve consecutive multiples of 10 for the game and write one in each square of the number track. The game uses a pack of digit cards built from four cards each of the numbers 5–9 and eight cards each of the numbers 1–4, and a spinner showing the numbers 1–4 or 1–5.

Players take it in turn to spin the spinner and to take the number of cards that is directed by the spinner. If the numbers on any combination of cards add up to 10, the player displays them, then puts them face down on top of the number track, blocking out the numbers that have already been reached. The player must announce aloud the movement along the track, e.g. 'These cards make ten'. This ten will take me from 80 to 90'. The same player can go as many times as the cards allow, but can only move in steps of ten. Any remaining cards are kept for combining with new cards on subsequent turns. The winner is the first person to reach the end of the track.