

10 BY 10

COMPONENTS

- 1 board
- 28 chips (7 chips for each number, from 1 to 4)
- 1 container where to put the chips (bag, box, cup...).

SET UP

- Place the board between players.
- Place the chips in the container.
- Each player takes from the container, without looking, 2 chips, and keep them hidden from the other player.
- Take 1 chip from the container and place it, face up, in the central square of the board.
- Choose who will be the starting player.

PLAYING

Players alternate turn until the end of the game takes place. In his turn, a player takes one of his chips and places it in an empty square of the board.

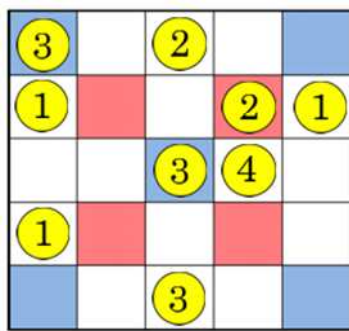
If, on the board, there's a group of chips (vertically, horizontally or diagonally in line) totalling exactly 10, and one of these chips is the just played one, the player may capture the chips of that line, except the just played chip. Players must keep the captured chips face up on the table in front of them.

Special squares

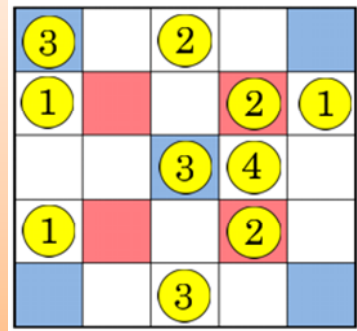
*If a player captures a chip on a **red** square, he doesn't keep it; he returns the chip to the container.*

*If a player captures a chip on a **blue** square, he keeps it and takes another one from the container and adds it to his captured chips.*

Then, he takes a new chip from the container to hold 2 chips in hand and it's the other player's turn.



Example: Jan and Laura are playing a game. The board shows like that and is Jan's turn. Jan has in hand one "2" and one "3"; he decides to play the "2" on the lower right red square, and takes a new chip from the container: one "1".



3		2		
1			2	1
		3	4	
1		4	2	
		3		

3		2		
1			2	1
			4	
1	3	4	2	

Now it's Laura's turn and she plays one "4" between the two "3", so they total 10. Laura captures chips from the board: she takes the lower "3" and places it on the table face up in front of her. Next, she takes the higher "3"; but because it is on a blue square, she takes also one chip from the container: one "1"; and she places these "3" and "1" on the table face up in front of her too. The "4" that Laura played this turn she doesn't capture it and stays on the board. Now it's Jan's turn, and he plays one "3" in the lower left blue square, so he causes a line with total 10. Jan captures the chips from that line except the one he just played. The "2" is in a red square, so he must return it to the container. He places the "1" and the "4" on the table face up in front of him. At that point, Laura has 3 points (3 captured chips) and Jan 2.

3		2		
1			2	1
			4	
1		4	2	

END OF GAME

The game ends when takes place any of the next situations:

- A player captures 10 chips or more: he wins the game.
- The last chip is taken from the container: the player with less captured chips wins.

WINNER

The winner will be the player who wins two games.

Who wins a game will be the starting player for the next game.