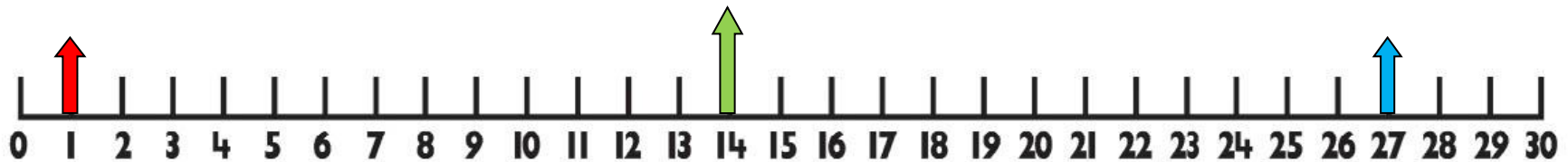




The Tug of War Game



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Designed and Drawn by Dianne Clarke

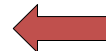
The aim of the game is to get the counter to the number 1  if you are subtracting or number 27  if you are adding from the starting point at number 14.

What you need:

1. Two players.
2. A number line
3. Two dice
4. One counter

1. Decide who will be Minus and Plus.

Minus will move the counter to the left.



Plus will move it to the right.



2. Take it in turns to throw the two dice and add the scores.
3. Move that number of places in your direction.
4. If the counter reaches 1, Minus has won. If the counter reaches 27, Plus has won.