

## CROSS THE HONEYCOMB-1

### RULES OF THE GAME

1. One of the players begins in one of the across sides and another in one of the down ones.
2. Each player, in his turn, chooses two numbers and one operation. If the result is in the board, he will place a counter in the corresponding square or squares; if it is not so, he will lose his turn.
3. The winning player is the first one who is able to form a row of counters connecting the sides he has previously chosen (left/right or up/down).

**NOTE 1:** Operations have to be mentally made. Once the result has been said, it is possible to verify with the calculator whether it is correct or not. If it is incorrect, the player loses his turn.

**NOTE 2:** At some moment of the game, you can be interested in 'winning' a certain square. In that case, you must choose the two numbers and the operation that allows you to obtain that result.

**NOTE 3:** If you all agree, you can vary the rules: to use only some operations, to use three numbers instead of two, to add more numbers to be able to choose...

#### YOU WILL NEED:

12 counters of a color and 12 of another one, a calculator and the sheet with the honeycomb game.

