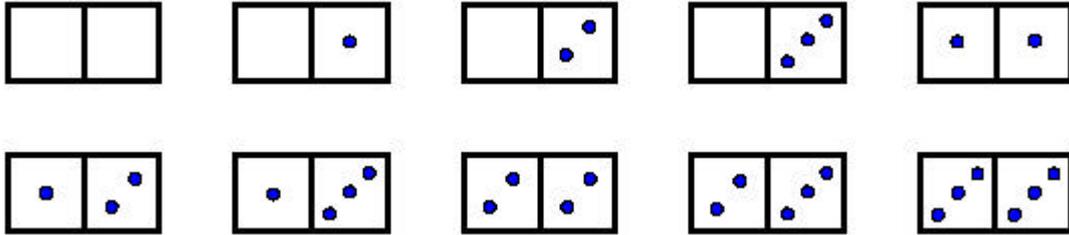


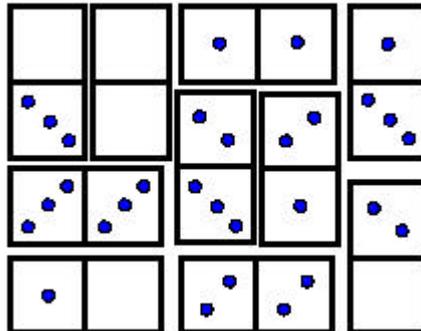
A Game of Pairs with 10 Domino Counters

In order to play, every player will use these **10 domino counters**:



Start by laying your counters face down, and at random, make a rectangle of 4x5 squares with them (take a good look that every counter is made up of two squares joined together by a side).

Now, and don't allow your partner to see it, turn them face up taking care of not changing their position. The result will be something like this:



Now write down in the 4x5 board in the **game sheet** the dots (numbers) shown in each of the 20 squares (blank squares score zero), but without showing the position of the counters. The position of the counters is, precisely, what your partner will have to discover.

In the other 4x5 board in the **sheet of results** write down the answer, that is, the position of the domino counters.

In the previous example, what we could write down in the game and results sheets would be the following:

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GAME SHEET

RESULT SHEET

HOJA DE JUEGO

0	0	1	1	1
3	0	2	2	3
3	3	3	1	2
1	0	2	2	0

HOJA DE RESULTADO

0	0	1	1	1
3	0	2	2	3
3	3	3	1	2
1	0	2	2	0

The other player will do the same, and immediately after, you will exchange the sheets of the game. Everyone **must guess how is the other's result sheet**, that is to say, he must discover **how the other has placed his counters** to make the rectangle.

The winner is the one who can find out the position of the 10 counters in less time.

To find out the position of the counters you have to bear in mind that **there is one counter and only one of each type** (0-0, 0-1, 0-2, etc.). This is the basis from which we start off to find out the position of every counter. However, there is almost always a problem: **some counters can be placed in different positions**. For instance, in the above figure, you can see that the counter 0-0 could be placed occupying the two first positions in the first horizontal row or even, occupying the two first positions in the second vertical row. Therefore we must analyze other counters to see if some of them can be placed in an only way. It will be very helpful to you to prepare a board with all the counters marking on it all those counters you have already placed.

COUNTER	PLACING
0-0	
0-1	
0-2	
0-3	
1-1	
1-2	
1-3	
2-2	
2-3	
3-3	

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Bear in mind that, sometimes, **for a same initial board different solutions can be available**. That is common when, both at the beginning, or during the game, there are several possibilities for placing a certain counter. To face this situation we will have to analyze one by one all the possibilities offered. Some of them can take us to the solution; in some others, on the contrary, we will be forced to repeat later on an already placed counter: that will make evident that we took the wrong way.

For that reason, if your partner finds a solution that does not match with the one you have written down, you will have to admit it valid, but only after checking that all the counters are there, and none of them is repeated.

In the board provided above as example, we see that there is no counter placed in an only place. This makes us take a decision as regards the initial position of the counter with which we will start the research, and from that counter, we will study the possibilities of placing the other counters. Thus, supposing that the counter 0-0 is placed in the two first positions in the first horizontal row, we get to the following conclusion, different from the one previously seen:

0	0	1	1	1
3	0	2	2	3
3	3	3	1	2
1	0	2	2	0

YOU WILL NEED (each one):

10 domino counters, a pencil, a game sheet and a result sheet.