

MATRIX

PRINT & PAPER:

best on white paper, size A4 or US Letter, orientation: portrait, black or colored.

Cut out the gameboard and the pieces (4 pieces: 2 white, 2 black).

You can also use your own pieces (2 of each color necessary).

TIP: print or stick game items on thicker paper or put on cardboard.

You also need **paper & pen** to write down the numbers!

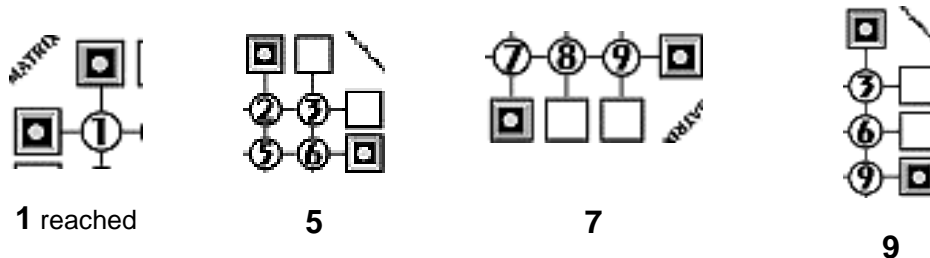
MATRIX course and rules of the game

Object of the game: reach all 9 numbers by creating a "Matrix".

- One player writes a list with the numbers from 1 to 9 for each player.
- One player receives 2 white pieces, one 2 black pieces.
- Alternately place them on any free space (12 spaces without numbers)
- By moving your pieces, you try to create a "Matrix" and reach the numbers:

Creating a Matrix:

One piece is on a vertical and one on a horizontal row. Where your pieces intersect is a NUMBER. e.g:



The reached number is marked out on the player's list.
Winner is the first one who has reached all the numbers.

Moving pieces:

- 1 move = piece moves 1 space. You play with your own two pieces.
- Pieces move over the square spaces (which have no numbers) - clockwise or counter-clockwise.

Player A starts with **3** moves, then player B: **4** moves, then player A: **5** moves,
player B: **3**, player A: **4**, player B: **5**, etc... (always **3-4-5-3-4-5-....**)

(In order to keep track of the number of moves the player has, you could use a die and alternate the numbers 3,4,5 as the play turns.)

You can choose how many spaces each piece moves.

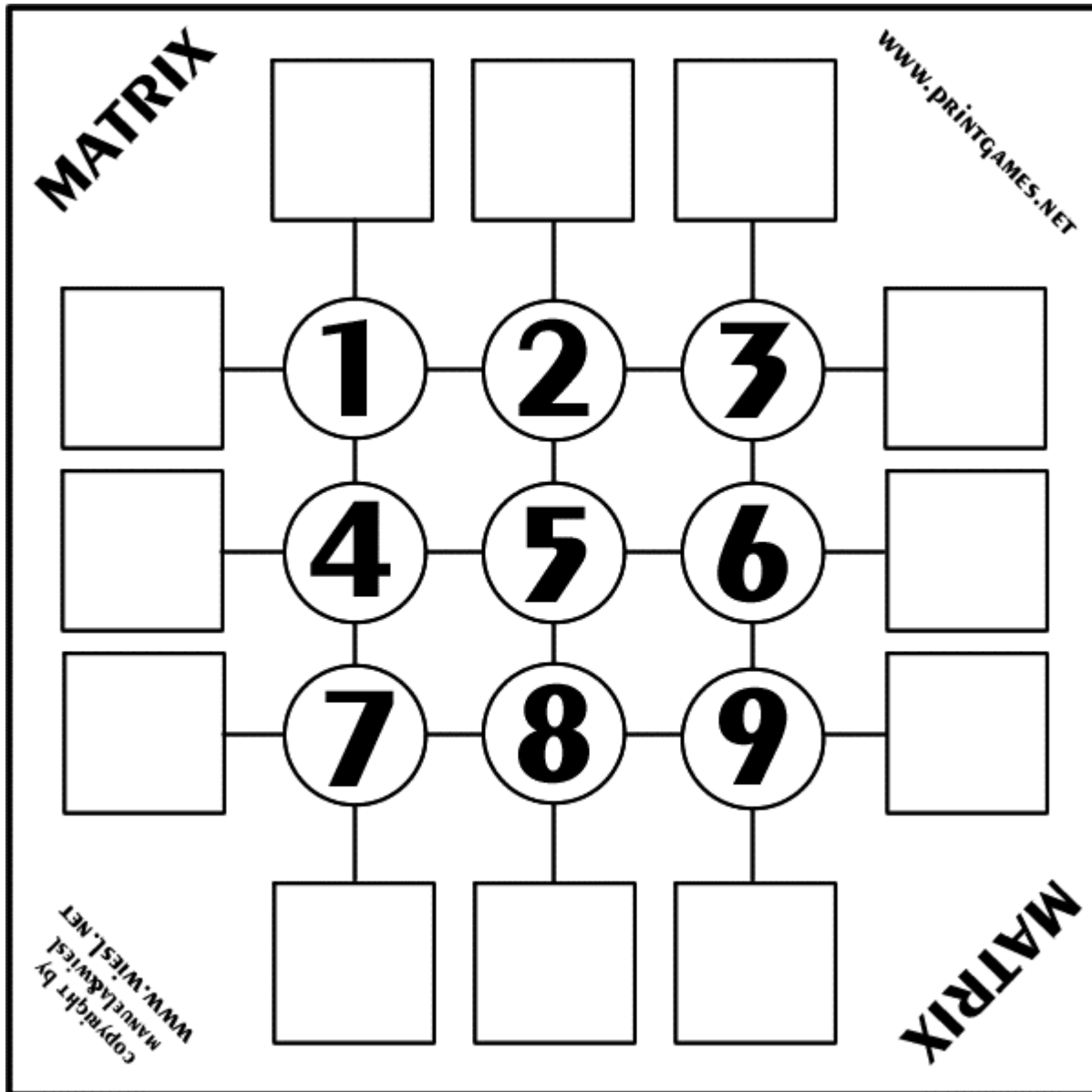
The combined number of moves must equal the moves you have to make (3,4 or 5). e.g.:

If you have to make 3 moves: a piece moves 2, the other moves 1. Or a piece moves 3, the other none.

If you have to make 4 moves: a piece moves 2, the other 2. Or a piece moves 3, the other 1, etc.....

- You do not have to reach the numbers in sequence.
- Sometimes you cannot reach a number or create a Matrix. (still move your allowed number of moves).
- You may jump over other pieces (that space counts too). Don't land on a piece where another piece is.

gameboard:



pieces:



FINISHED! Thank you for using our services. HAVE FUN!