



Capture on the 300 Chart

You need

- 300 chart, taped together
- deck of Plus/Minus Cards
- 30 chips
- game piece for each player
- *Capture on the 300 Chart* Recording Sheet

Play in pairs or in 2 teams.

- 1 Place 30 chips on the 300 chart so each chip is on a different number. Deal five Plus/Minus Cards to each player or team and place the remaining cards facedown on the table. Players put their game pieces anywhere on the 300 chart to start.
- 2 On your turn, move your game piece by using any combination of your Plus/Minus Cards to land on a square with a chip if you can. You can use any number of cards, from one to all five.
- 3 If you land exactly on a square with a chip, capture it by taking it off the board. You can capture only one chip during a turn, and it must be from the square you land on.
- 4 Record your moves as an equation on the *Capture on the 300 Chart* Recording Sheet. For example, if you begin on 145 and use the cards +2, +10, -100, and +3, you record $145 + 2 + 10 - 100 + 3 = 60$.
- 5 Place the Plus/Minus Cards you used facedown in a discard pile. Take cards from the top of the deck to replace them. If the deck of Plus/Minus Cards is used up, shuffle the discard pile and turn it facedown on the table.
- 6 The first player or team to capture five chips wins.

