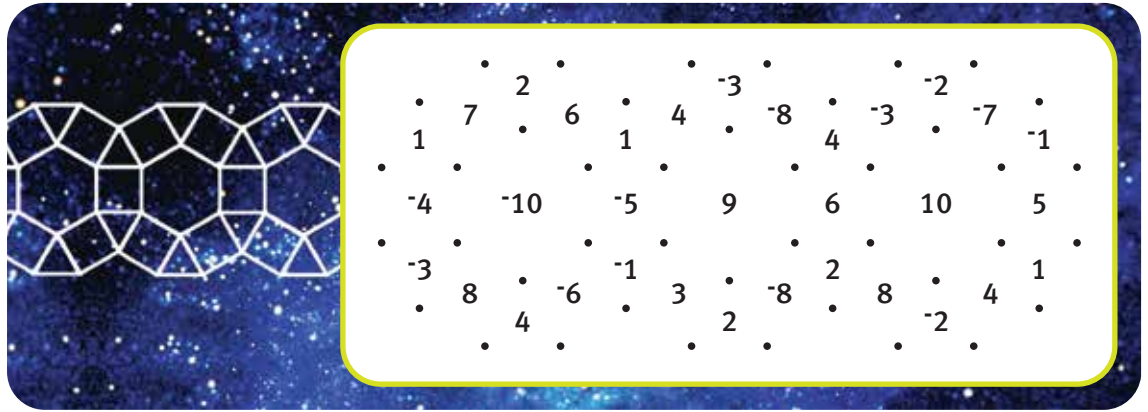


Integer Links

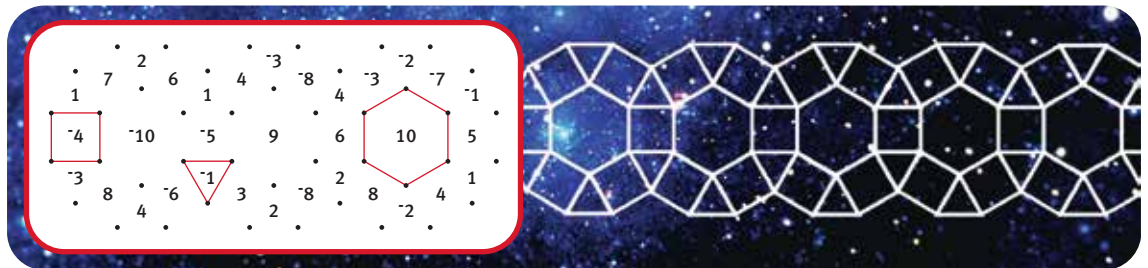
You need: a photocopy of the four different game boards (see copymaster), a classmate

GAME

Integer Links is played on a grid of dots like the one below. (On the copymaster, there are four different game boards for you to use.)

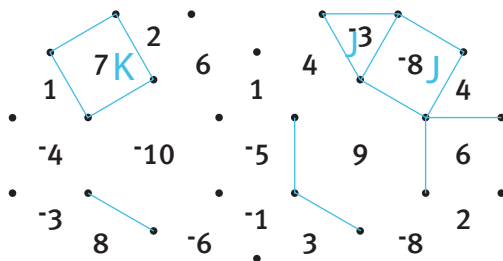


On the grid, you score if you can make a square, an equilateral triangle, or a hexagon.



How to play:

- Each player in turn joins two dots by drawing a line between them. When you complete a square, an equilateral triangle, or a hexagon, put your initial in that shape.
- The integer value in the shape becomes part of your total.



Kirsty spots the shape left by Joanne's last move.

- If you complete a shape, you must draw another line. You cannot miss a turn.
- If a shape needs only one line to complete it, the player whose turn it is must make that move.
- When all the dots are joined and the shapes are completed, add up the integer values of the shapes that have your initial on them. The player with the highest score wins.