



Capture 5

You need

- 100 chart
- Change Cards (deck of 40)
- 12 chips of one color
- game piece for each player
- *Capture 5* Recording Sheet

Play with a partner, or form a team with your partner and play another team of two players.

- 1 Place 12 chips on the 100 chart so that each chip is on a different number. Deal five Change Cards to each player or team and place the remaining cards facedown on the table. Players put their game pieces anywhere on the 100 chart to start.
- 2 Players or teams take turns trying to capture a chip. On your turn, move your game piece by using any combination of your Change Cards to land on a square with a chip. 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 in an equation on the *Capture 5* Recording Sheet. For example, if you begin on 45 and use the cards +2, +10, and +3, you record $45 + 2 + 10 + 3 = 60$.
- 5 Place the Change Cards you used facedown in a discard pile. Take cards from the top of the deck to replace them. If the deck of Change Cards is used up, shuffle the discard pile and turn it facedown again.
- 6 The first player or team to capture five chips wins.

