

# Capture from 300 to 600

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## You need

- 301–600 chart, taped together
- Plus/Minus Cards
- 30 chips
- game piece for each player
- *Capture from 300 to 600* Recording Sheet

Name \_\_\_\_\_ Date \_\_\_\_\_

**Capture from 300 to 600** Recording Sheet

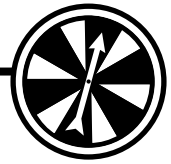
As an equation, record your starting number, the Plus and Minus Cards you used, and your ending number for each move. Then, find how many spaces you moved in all.

Equation	How many spaces?
Example: $316 + 50 + 10 - 3 = 373$	57
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

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## Play in pairs or in 2 teams.

- 1 Place 30 chips on the 301–600 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 301–600 chart to start.
- 2 Players or teams take turns trying to capture a chip. On your turn, move your game piece using any combination of your Plus/Minus 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.



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- 4** Record your moves in an equation on the *Capture from 300–600* Recording Sheet. For example, if you begin on 445 and use the cards +2, +10, –100, and +3, you record  $445 + 2 + 10 - 100 + 3 = 360$ .
- 5** Find how many spaces you moved altogether, and record that, too. In the example above, you moved forward 15 spaces (+2, +10, and +3) and backward 100 spaces (–100), so altogether you moved backward 85 spaces from 445.
- 6** 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.
- 7** The first player or team to capture five chips wins.