

Capture the Flat

The object of the game is to be the first player to trade ten skinnies for a flat. This is a game for two players.

Materials

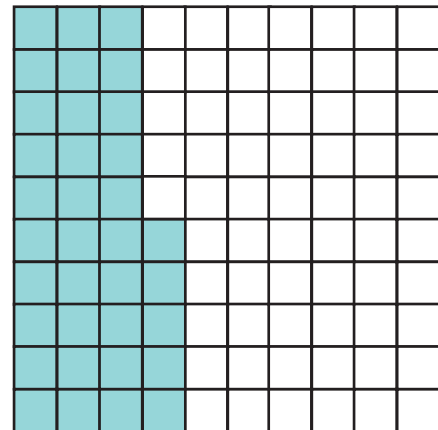
- 1 Capture the Flat Game Board for each player
- Capture the Flat Spinner
- clear plastic spinner or pencil with a paper clip
- 21 bits, 20 skinnies, and 1 flat



Number of Bits (ones)

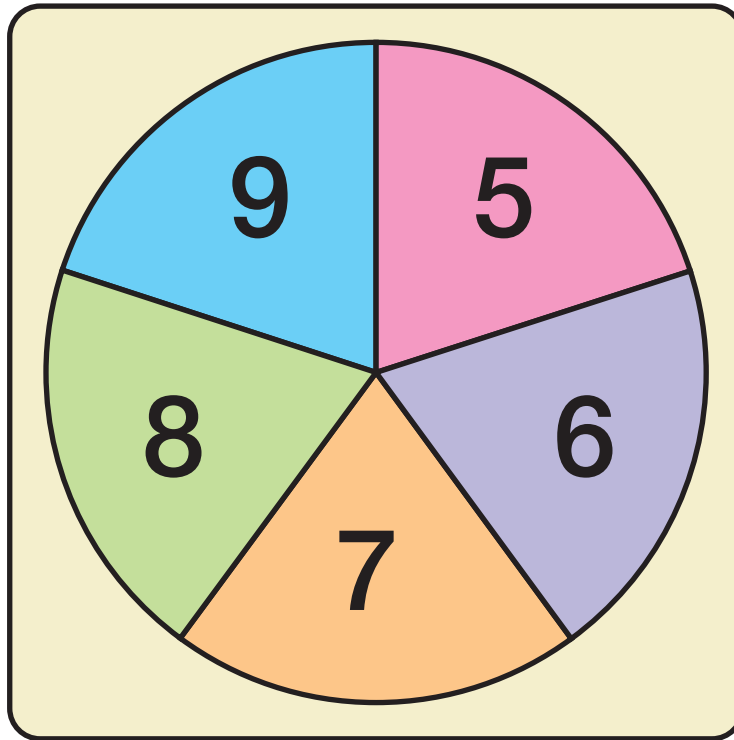
Directions

1. Spin the spinner and take that many bits. Record the number of bits in the “Bits” column.
2. Line up your bits on your game board.
3. Trade bits for skinnies according to the Fewest Pieces Rule.
4. After each turn, write the total number of bits you have in the “Total Bits” column.
5. Take turns repeating the steps above until ten skinnies are traded for 1 flat.



Turn	Bits	Total Bits
1	9	9
2	5	14
3	7	21
4	5	26
5	9	35
6		
7		

Capture the Flat Spinner



Number of Bits (ones)

Capture the Flat Game Board 1

Turn	Bits	Total Bits
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Name _____

Date _____

Capture the Flat Game Board 2

Turn	Bits	Total Bits
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

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