Magic 10

Objective:

The goal is to have the most playing pieces at the end of the game

Directions:

Each player rolls the die to decide who begins. The player with the higher number starts the game. The player with the lower number chooses his/her color first.

The first player rolls the die. The number on the die is the first number of the Magic 10 combination (2 or 3 numbers that add up to 10) The player may use the number template to create a Magic 10 combination.

The player then chooses just ONE of his/her own playing pieces with a number that can complete the Magic 10 combination.

If the player cannot solve the Magic 10 combination using just ONE of his or her playing pieces, the player may either choose ONE of the opponent’s playing pieces or skip a turn.

A player must skip a turn is he/she cannot for a Magic 10 combination.

After successfully forming a Magic 10 combination, the player moves the playing pieces into his/her own completed pile. These playing pieces are not used again until the next game. It is now the next player’s turn.

The game ends when:

* One or both players use up all of their playing pieces or
* Both players skip turns, one after the other.

The player with the most playing pieces includes the piece(s) that he/she collected from the opponent in his/her completed pile wins the game.