



- Materials**
- Fraction Capture Gameboard (Game Master 81)
 - 2 dice

Players 2

Object To capture the most squares on the *Fraction Capture* Gameboard.

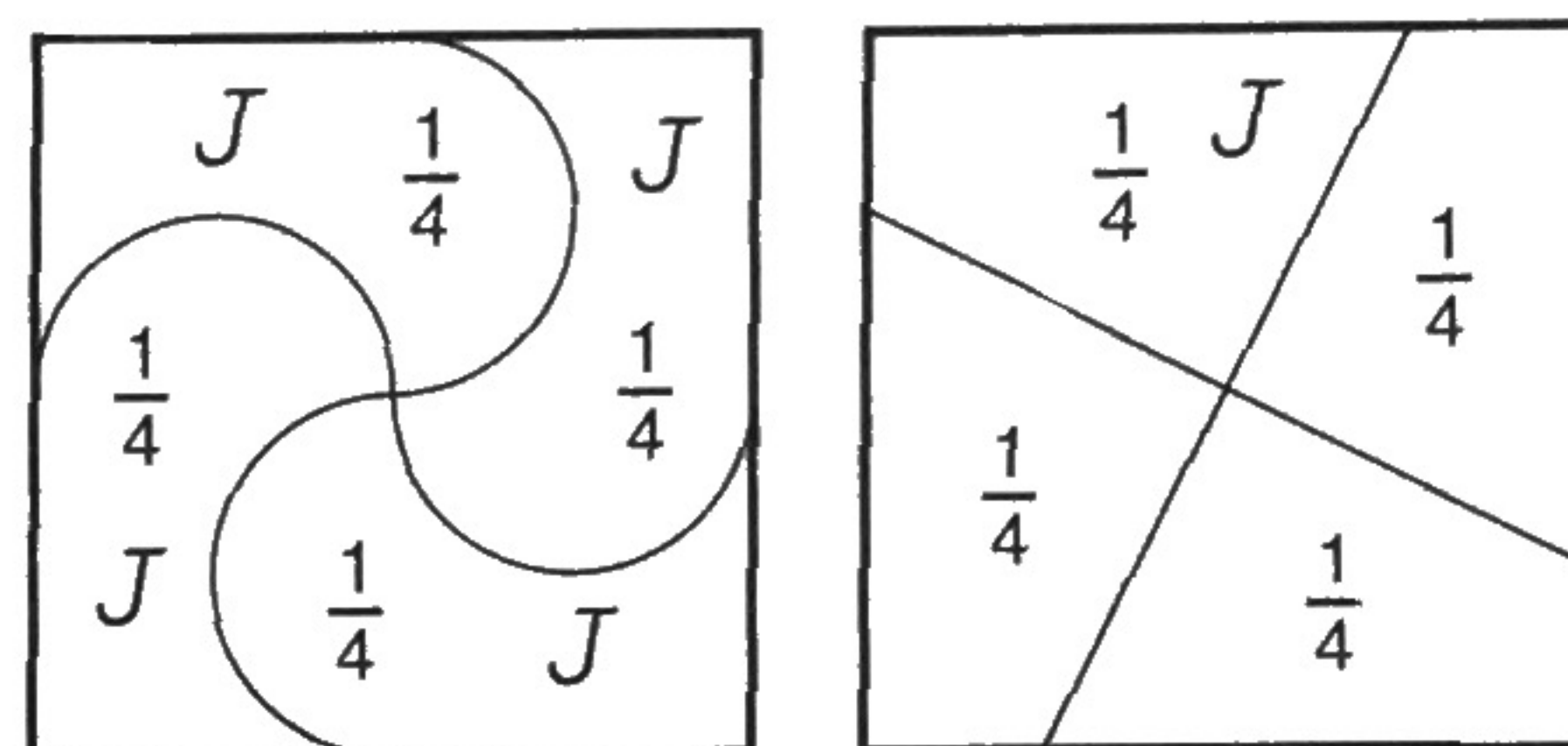
Directions

1. Player 1 rolls the dice and makes a fraction with the numbers that come up. The number on either die can be the denominator. The number on the other die becomes the numerator.

A fraction equal to a whole number is NOT allowed. For example, if a player rolls 3 and 6, the fraction can't be $\frac{6}{3}$, because $\frac{6}{3}$ equals 2.

2. Player 1 initials sections of one or more gameboard squares to show the fraction formed. This **claims** the sections for the player.

Example The player rolls a 4 and 5 and makes $\frac{5}{4}$. The player claims five $\frac{1}{4}$ sections by initialing them.



- Equivalent fractions can be claimed. For example, if a player rolls 1 and 2 and makes $\frac{1}{2}$, the player can initial one $\frac{1}{2}$ section of a square, or two $\frac{1}{4}$ sections, or three $\frac{1}{6}$ sections.
 - The fraction may be split between squares. For example, a player can show $\frac{4}{3}$ by claiming $\frac{2}{3}$ on one square and $\frac{2}{3}$ on another square. However, **all** of the fractions must be shown.
3. Players take turns. If a player can't form a fraction and claim enough sections to show that fraction, the player's turn is over.
 4. A player **captures** a square when that player has claimed sections making up **more than** $\frac{1}{2}$ of the square. If each player has initialed $\frac{1}{2}$ of a square, no one has captured that square.
 - Blocking is allowed. For example, if Player 1 initials $\frac{1}{2}$ of a square, Player 2 may initial the other half, so that no one can capture the square.
 5. Play ends when all the squares have either been captured or blocked. The winner is the player who has captured more squares.



Fraction Capture Gameboard

