

FRACTION CAPTURE RULES

Materials

Fraction Capture Gameboard
2 six-sided dice

Players

2

Object To capture the most squares on the *Fraction Capture Game board*. A player captures a square if he or she shades more than half of it.

Directions

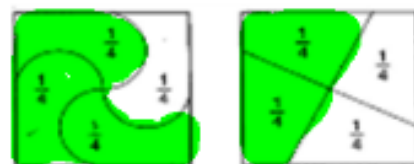
1. Player 1 rolls two dice and makes a fraction with the numbers that come up. The number on either die can be the denominator. The number on the other die becomes the numerator.

A fraction equal to a whole number is NOT allowed. For example, if a player rolls 3 and 6, the fraction cannot be $6/3$, because $6/3$ equals 2. If a player rolls one whole like $1/1$, $2/2$, $3/3$, $4/4$, $5/5$, or $6/6$, that player rolls again.

2. Player 1 colors in sections of one or more game board squares to show the fraction formed. This **claims** the sections for the player.

Example The player rolls a 4 and 5 and makes $5/4$.

The player claims five $\frac{1}{4}$ sections by coloring them in. Equivalent fractions can be claimed. For example, if a player rolls 1 and 2 and makes $1/2$, the player can color in one $\frac{1}{2}$ section of a square, or two $1/4$ sections, or three $1/6$ sections.



The fraction may be split between squares. For example, a player can show $4/3$ by claiming $2/3$ on one square and $2/3$ on another square. However, **all** of the fractions must be shown.

3. Players take turns. If a player cannot form a fraction and claim enough sections to show that fraction, the player's turn is over.
4. Player **captures** a square when that player has claimed sections making up more **than one half** of the square. If each player has colored in one half of a square, no one has captured that square.
 - * Blocking is allowed. For example, if Player 1 colors one half of a square, Player 2 may color the other half, so that no one can capture the square.
5. Play ends when all of the squares have either been captured or blocked. The winner is the player who has captured the most squares.