

BATIK

Players take turns dropping pieces into the gap until a piece cannot be wholly inserted. The owner of that piece loses.

NAMEN IGRE

Prisiliti nasprotnika, da uporabi elemente, ki bodo pogledali nad zgornjim robom plošče.

POTEK IGRE

Igralec, ki ima svetle elemente, prične. Vsak igralec, ki je na vrsti, izbere enega izmed svojih elementov, ga vstavi v igralno ploščo in spusti v odprtino na vrhu, da pade.

Elementov ne smemo na silo potiskati v okvir, temveč jih moramo spustiti, da padejo.

Prepovedano je premikati igralno ploščo, da bi spremenili pozicijo elementov, s katerimi smo že igrali.

KONEC IGRE

Prvi igralec, ki vrže element, ki pogleda pri gornjem robu izven igralnega okvirja, izgubi.

LINE OF FOUR

You will need a sheet of squared paper or 'grid' paper. Two players, using two different colours, take turns to mark a 'cross-road' on the grid.

The aim is to make a line of four, across, down or diagonally.

Each 'cross-road' can only be used once.

Try to block the other player's path.

Each time you make a line-of-four draw a line through it so it can be counted as a point.

When all the 'cross-roads' have been used, the player with the most points wins.

In the example below, each player has had 10 turns so far. The green player has already scored 2 points, and the red player has only one point.

Cilj je napisati štiri v vrsto (vodoravno, navpično ali diagonalno). Vsako polje je lahko uporabljeno največ enkrat. Skušaj blokirati nasprotnika. Ko zapišeš štiri svoje znake, jih poveži s črto. Vsaka črta pomeni 1 točko. Ko je igralna površina zasedena, igralca preštejeta vsak svoje točke. Kdor jih ima več, zmaga.

QUARTO

The game is made of a 4x4 square board and of 16 different pieces, each of which has 4 attributes.

The aim is to line up 4 pieces with the same attribute. The alignment can be horizontal, vertical or diagonal.

The first player chooses a piece and offer it to his/her opponent.

The opponent puts it on the board,

then selects another piece for the first player to put on the board, and so on...

Quarto je premetena verzija igre štiri v vrsto. Vsak izmed kosov, ki ga postavljamo na polje, ima štiri različne lastnosti:

barva: svetla ali temna

velikost: majhna ali velika

oblika: valj ali kvader

vrh: ploščat ali z vdolbino

Cilj igre je postaviti v vrsto štiri figure, ki si delijo eno izmed štirih lastnosti.

Igra se prične s prazno igralno površino. Ko je igralec na potezi, izbere še nepostavljen element in ga ponudi nasprotniku. Ta mora prejeti element postaviti na prazno mesto na igralni površini. Če opazi, da je s postavitvijo naredil štiri v vrsto, mora vzklikniti "Quarto" in s tem zmaga.

PYLOS

Two players are given 15 marbles each. They take turns to make a pyramid in a 4 by 4 square grid (note that $15 \times 2 = 4 \times 4 + 3 \times 3 + 2 \times 2 + 1$). Simple rules allow them to save their marbles — if possible, instead of playing a new marble, a player may rise one of his already played marbles to a higher position, and if any move forms a line or 2×2 square of marbles the player's colour, the player may (and indeed must) remove one or two of his marbles from the board. The winner is the player who completes the pyramid.

Vsak od igralcev prejme 15 kroglic, ki jih izmenično polagata na igralno površino ter pri tem gradita piramido. Igralec, ki je na vrsti, lahko "privarčuje" novo kroglico: namesto nje lahko uporabi svojo kroglico, ki je že na igralni površini, vendar le, če jo prestavi na višji nivo. Če mu kjerkoli s svojimi kroglicami uspe postaviti kvadrat (2×2), lahko odstrani dve svoji kroglici z igralne površine (vendar ne podporni kroglici). Zmagovalec je, kdor postavi zadnjo kroglico v piramido.

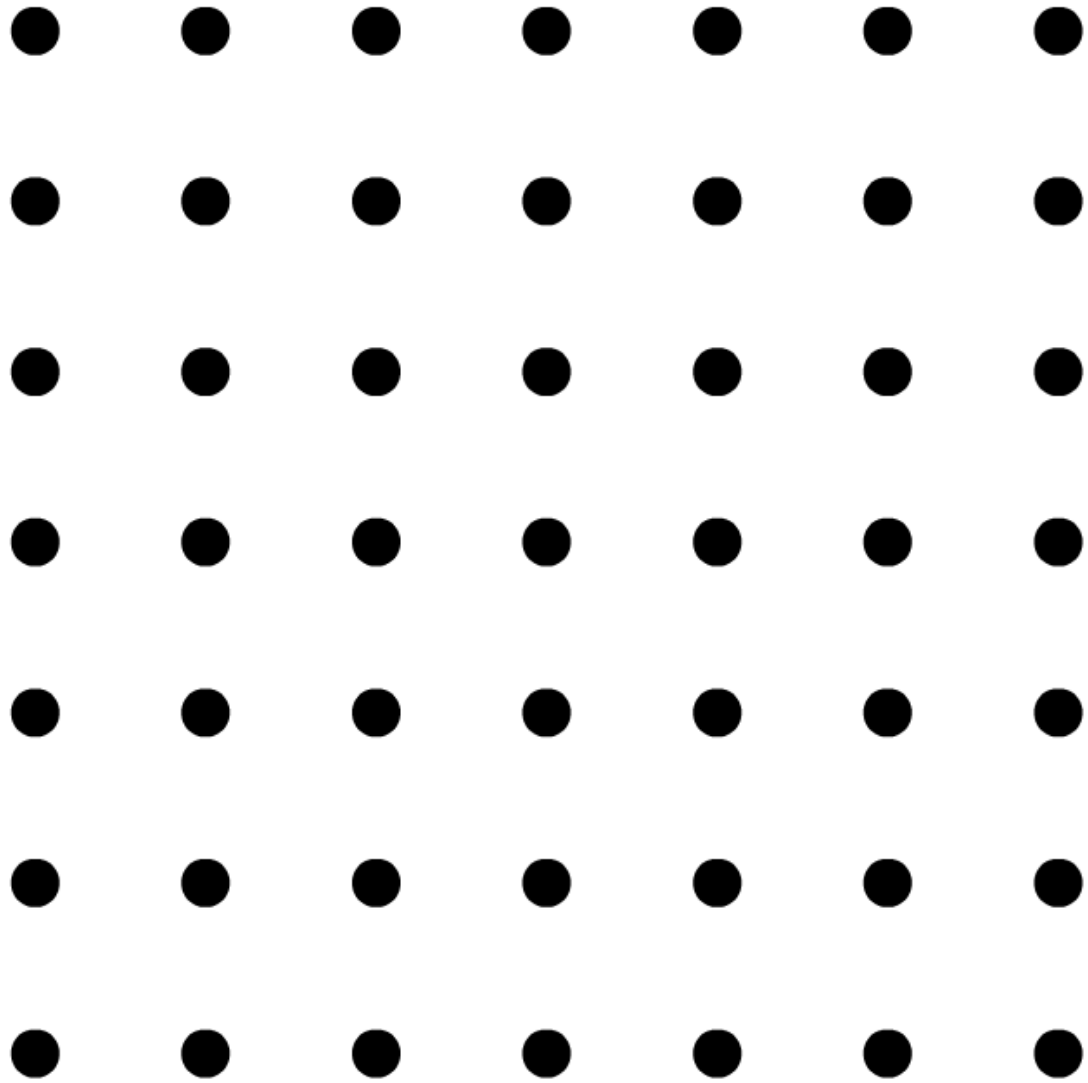
SQUARE IT

Players take it in turns to click on a dot on the grid - first player's dots will be blue and the second player's will be red. The winner is the first to have four dots that can be joined by straight lines to form a square.

Squares can be any size and can be tilted.

Tvoja naloga je narediti kvadrat. Oglišča morajo sovpadati z narisanimi pikami. Igra je namenjena 2 igralcema. Kdor prvi postavi kvadrat, zmaga.

Igra je na naslovu: <http://nrich.maths.org/content/id/2526/squareGame.swf>



TOTALITY

<https://nrich.maths.org/1216>

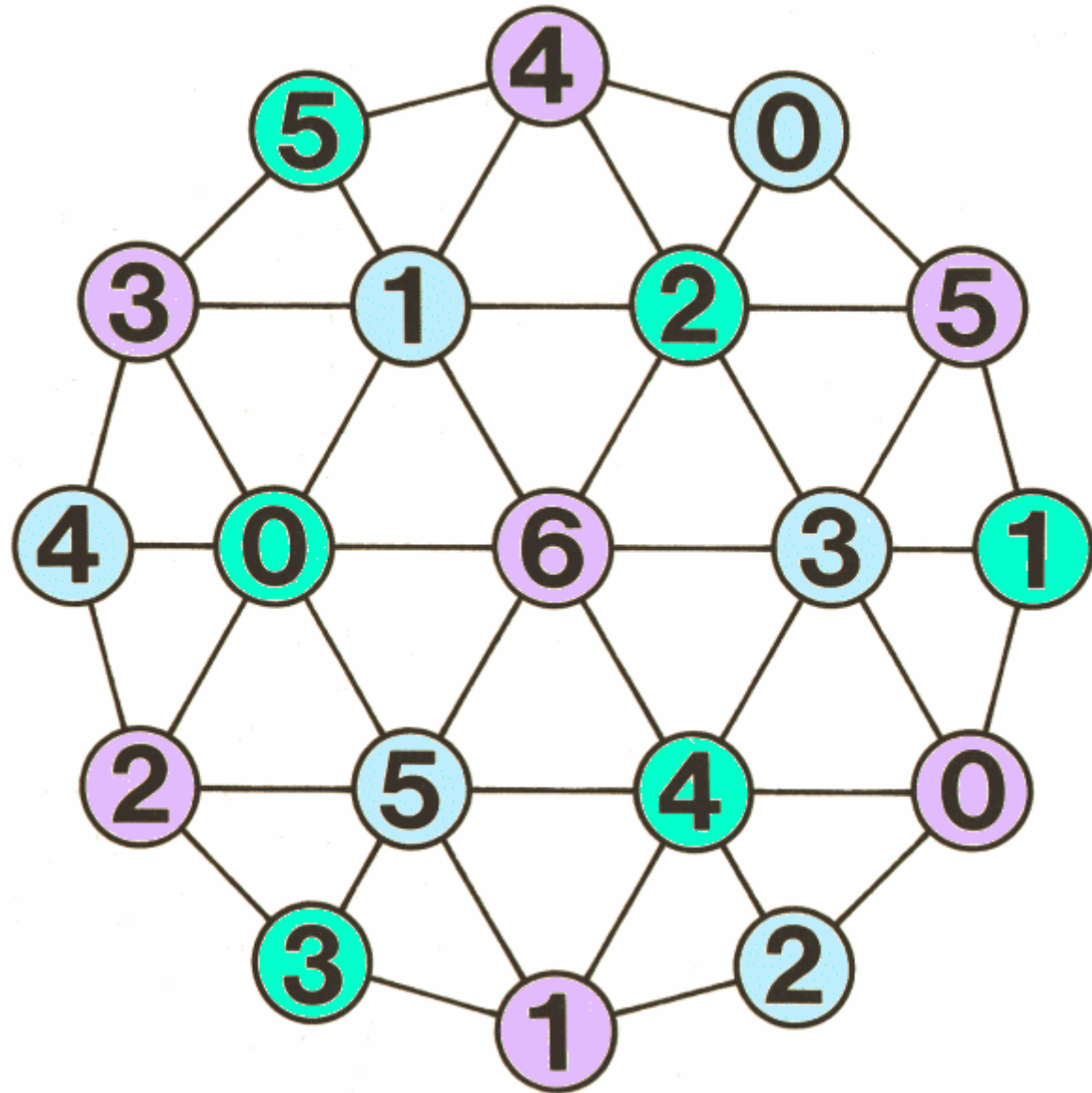
The aim of the game:

Slide the shared counter across several adjacent numbers, adding them up as you go to make a 'running' total. Be the player to make the final slide so that the chosen target is reached exactly. Making the total go above the target loses you the game.

How to play:

1. Player 1 chooses a target to reach. This is the total both players try to make.
2. Player 2 places their counter on the game board over one of the numbers and says that number.
3. Player 1 moves the same counter in any direction along a line segment to a neighbouring number and announces the total of the two numbers.
4. Player 2 moves the same counter to cover a neighbouring number, adds on that number, and announces the 'running' total of the three numbers.
5. Players take it in turns to slide the counter to cover a neighbouring number and to add that number to the 'running' total.
6. Players must move when it is their turn.
7. No 'jumping' is allowed.

Prvi igralec pove neko ciljno število (npr. 52). Drugi igralec postavi žeton na igralno površino h kateremukoli številu in ga na glas prebere. Prvi igralec žeton prestavi na katerokoli sosednje število in ga prišteje prvotnemu številu. Na glas pove vsoto. Igralca tako izmenično prestavljata žeton – vsakokrat na sosednje polje. Ko je igralec na vrsti, mora obvezno prestaviti žeton. Igralec, ki doseže ciljno število, zmaga. Če igralec preseže ciljno število, izgubi.



TANDEMIS

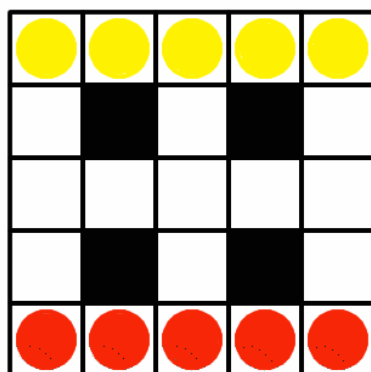
Each player has 5 men in a line on his side of the board. The winner is the first player to get all his men across the board on to the line of squares on the far side.

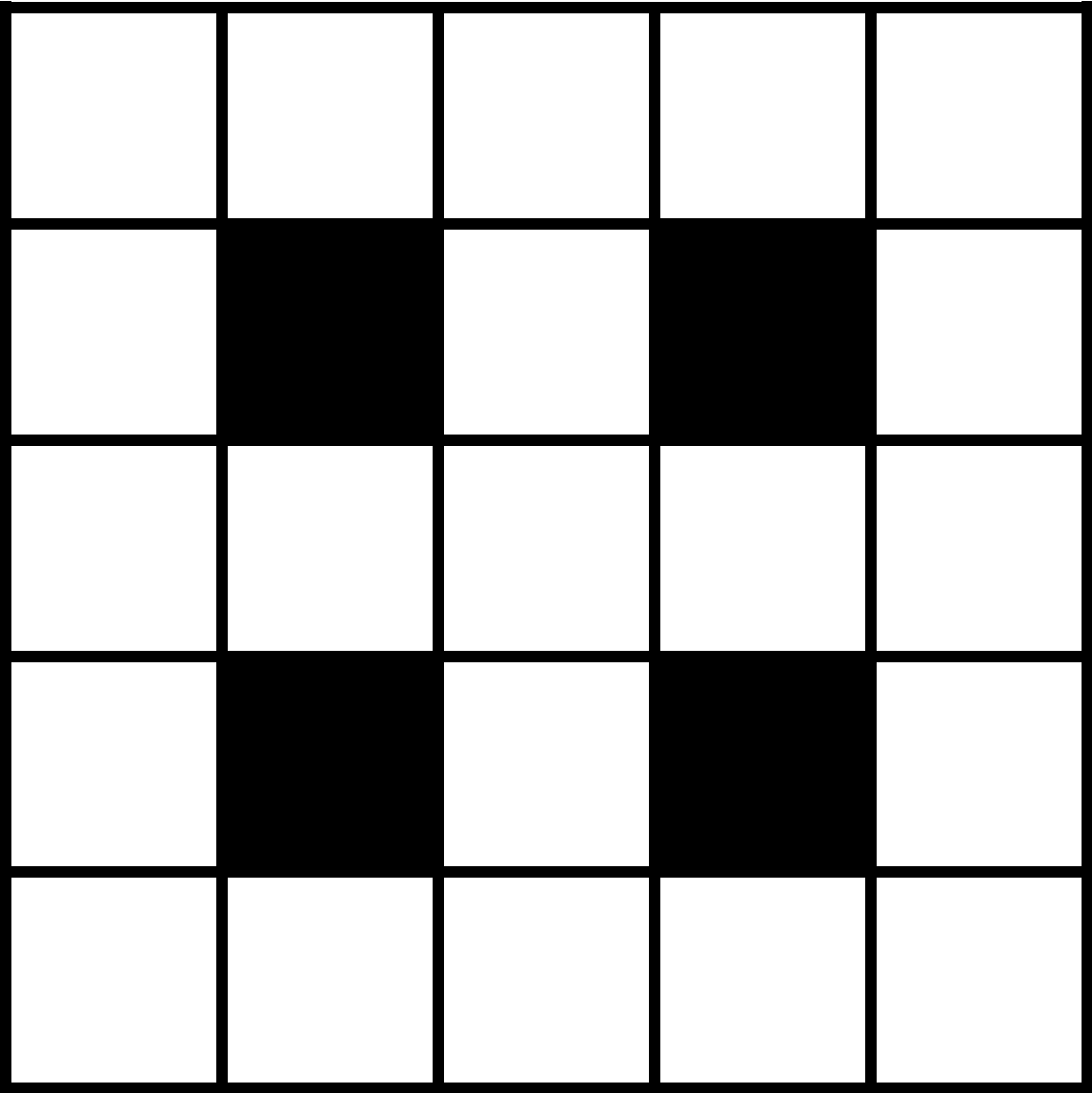
Players take turns to move. When it is his turn, each player must move two of his men one square each in the SAME direction. The move may be in any direction including diagonally.

Only one man is allowed in any square, there is no jumping and the black squares cannot be used.

Vsak od igralcev prejme 5 mož svoje barve. Zmagovalec je tisti, ki svoje može prvi pripelje na drugo stran kvadrata.

Igralca svoje može premikata izmenično. Ko je igralec na vrsti, mora premakniti 2 svoja moža, vsakega za en kvadrat, oba v isti smeri (v katerikoli smeri, lahko tudi diagonalno). V vsakem polju je lahko največ en mož, skakanje ni dovoljeno in na črne kvadrate može ne smejo stopiti.





COUNTDOWN

Write down your target number.

Throw six dice.

Use each of the numbers only once with any mathematical operations to make an expression equal to the target.

If you can't make the target exactly, how close can you get?

Napiši neko ciljno število.

Vrzi 6 igralnih kock, dobiš 6 števil.

Uporabi vsa števila, vsako natanko enkrat. Dodaj poljubne matematične operacije, tako da dobiš izraz, katerega vrednost je ciljno število.

Če ne moreš dobiti želenega števila, se mu skušaj čim bolj približati. Igralec, ki se mu bolj približa, zmaga.

HEARTS

There are 17 hearts on the table. The first player may take one, two or three hearts. Then the other player do the same and so on. The winner of the game is the person who takes the last heart.

Na mizi je 17 srčkov. Prvi igralec lahko vzame enega, dva ali tri srčke.

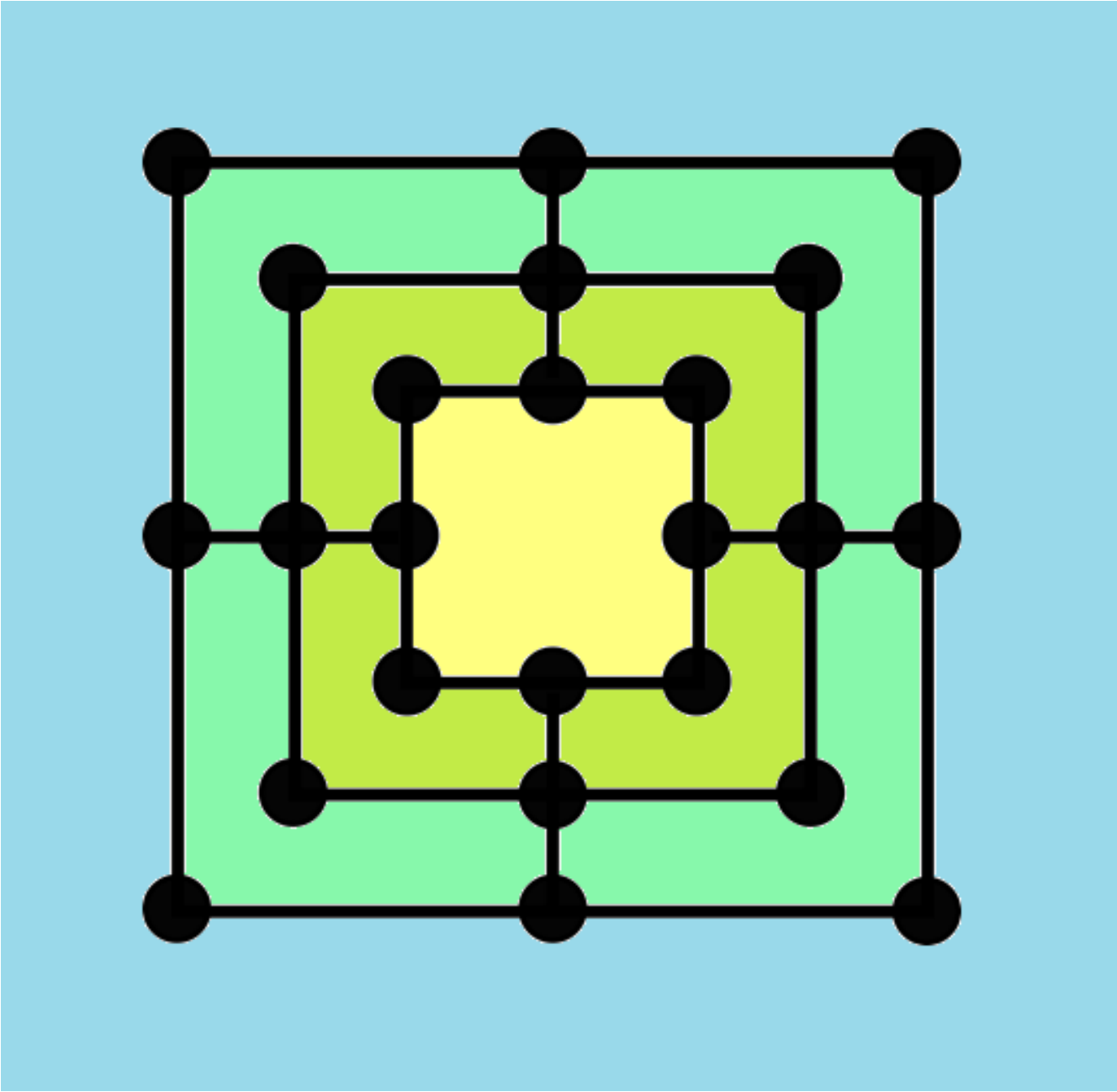
Nadaljuje drugi igralec, ki prav tako lahko vzame enega, dva ali tri srčke.

Zmagovalec je, kdor vzame zadnji srček.

MILL

There is a mathematical game for two players. Each of them has 9 game pieces, one of them the bright ones and the other the dark ones. The players put the game pieces to the board alternately and they try to build the mill (three game pieces of the same colour horizontally, vertically or diagonally). If someone manages to build a mill, he can take the opposite player's game piece, but never from the mill he has already built. When the players have all the game pieces on the board, they drag them alternately along the lines that connect the different fields. The player, who is next, can move game piece only to the next empty field. When doing so, he tries to build a mill. When the player is left with 3 game pieces, he can move them by jumping to any empty place he wants. The winner is the player who takes all the game pieces but two from his opponent.

Vsak igralec ima 9 igralnih figuric, eden temnih, drugi svetlih. Igralca izmenično postavljata figurice na ploščo in pri tem skušata zgraditi mlin (tri figurice enake barve v vodoravni, navpični ali diagonalni vrsti). Če komu uspe zgraditi mlin, lahko nasprotniku vzame figurico, vendar ne iz njegovega že zgrajenega mlina. Ko imata igralca na plošči vse figurice, jih izmenoma vlečeta po črtah, ki povezujejo polja. Igralec, ki je na vrsti, lahko premakne figurico le do sosednjega praznega polja. Tudi pri tem skuša zgraditi mlin. Ko igralcu ostanejo le še 3 figurice, jih lahko prestavlja s skoki na poljubna prosta mesta. Zmaga igralec, ki nasprotniku pobere vse razen dveh figuric. Preizkusite igro, zadaj je predloga.



CALCULATOR NIM

This is a game for two players with one calculator between them. You may use only these keys:



Take turns to add a single – digit number to what is already in the calculator. The winner is the player who makes the display show 63.

If you go over 63, you lose.

Uporabljaš lahko samo tipke, ki so prikazane na sliki. Prvi igralec izbere eno od gornjih števil in ga vtipka v računalno. Drugi igralec prav tako izbere eno od gornjih števil in ga prišteje prejšnjemu številu (+, =). Igralca tako izmenično dodajata števila. Zmagovalec je tisti, ki prvi doseže vsoto 63. Če jo prekorači, izgubi.

PRODUCTS

A game for two players, each with their own coloured pen. Take turns to choose two of these numbers and multiply them. If you can find the result in the table, you circle it with your coloured pen. The one who gets the four successive results in a vertical or horizontal line, wins.

7, 16, 27, 31, 46, 56, 67, 71

Vsak igralec ima pisalo svoje barve. Ko je na vrsti, izbere dve od gornjih števil in ju zmnoži (z računalom). Če na igralni podlagi najde rezultat, ga obkroži.

Igralec, ki ima prvi obkrožena štiri števila (vodoravno ali navpično), zmaga.

506	1426	217	837	1136	3266
4757	1809	1242	3082	341	112
77	496	3752	432	176	2201
1917	736	737	189	2576	1072
616	322	896	781	3976	497
469	1512	1736	2077	392	297

M&M

Directions:

1. Each player gets 12 M&M counters.
2. Each player will place all 12 M&M counters vertically along their number line. You may place them anywhere you want from 2 to 12.
3. Once both players have distributed their M&M counters, one player will role the dice. Together, you will find the sum of numbers that appear on
4. the face of the dice. If you have a counter on that number, take it off (eat it) the number line. If there is no M&M counter above that number, you don't do anything.
5. Continue to role the dice and remove the M&M counters .The first player to remove of all their M&M counters from the number line first wins.

Vsak od igralcev naj postavi vseh svojih 12 bonbonov vzdolž številskega traka (postavi jih kamorkoli, lahko več na isto mesto).

Igralca izmenično igrata igro. Kdor je na vrsti, vrže dve igralni kocki in sešteje število pik na obeh kockah.

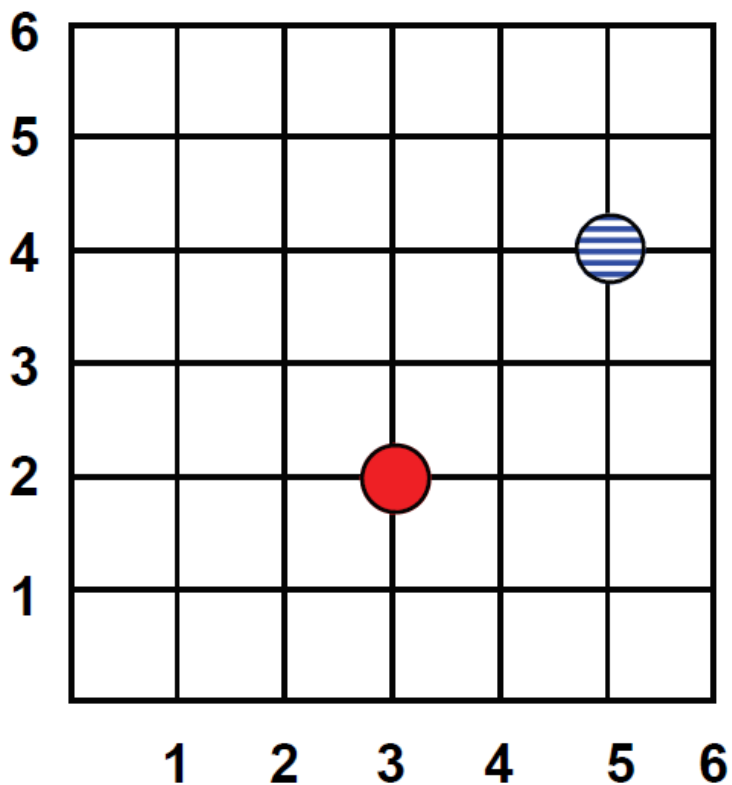
Če ima igralec na dobljenem številu bonbon, ga odstrani (vsakokrat po največ 1 bonbon) – tako, da ga poje.

Igralec, ki prvi odstrani (poje) vse svoje bonbone, zmaga.

Gridlock

Directions:

1. Player A rolls both dice.
2. Player A forms an ordered pair that shows (e.g. (3, 2) or (2,3)) and places one of his/her markers on that intersection on the Gridlock mat.
3. Player B rolls both dice.
4. Player B forms the ordered pair that shows (e.g. (4, 5) or (5,4)) and places one of his/her markers on that intersection on the Gridlock mat.
5. If the possible spaces are already occupied, the player loses his/her turn and does not place a marker on the mat.
6. Play alternates back and forth until one player gets three markers in a row horizontally, vertically or diagonally.
7. If neither player gets three in a row before they have used all 10 markers, then the game is a tie. Players clear the board and begin a new game.



Igralca izmenično mečeta po dve kocki. Dobljeni par števil predstavlja urejeni par na koordinatnem sistemu. Igralec si sam izbere, katera je prva in katera druga koordinata (npr. (2, 3) ali (3, 2)).

Igralec vsakokrat označi dobljeno točko s svojim znakom. Če je točka že zasedena, ne označi ničesar.

Prvi igralec, ki mu uspe dobiti tri v vrsto (vodoravno, navpično ali diagonalno, zmaga).