

Zone X

An intriguing game which develops perceptive skills and powers of concentration for two players.

CONTENTS

- 1 Search Board (for Pegs)
- 1 Marker Grid (for Marker and Eraser)
- 62 Pegs approx. (12 each of 5 colours) and 2 white
- 1 Marker
- 1 Eraser

TO START

The Zone Maker takes the marker grid, marker and eraser. The Zone Breaker takes the searchboard and the pegs.

OBJECT OF GAME

Two Players - Zone Maker and Zone Breaker
The Zone Breaker, using the minimum number of pegs on his searchboard, finds the target point set by the Zone Maker on his marker grid.

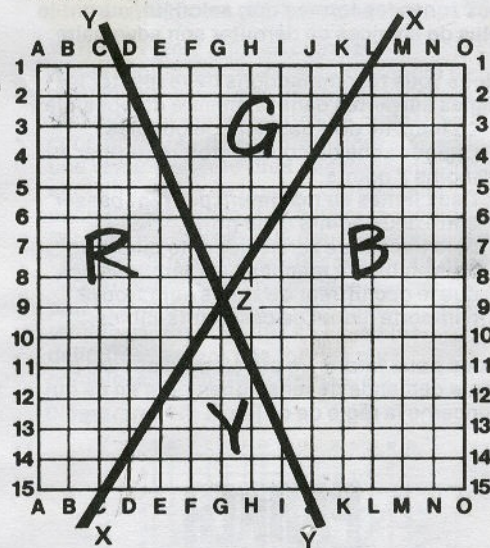
GAME NO. 1 (Straight Lines)

Play this version first to develop your skill before tackling version 2 or 3.

Method of play

The Zone Maker secretly marks a target point on his Marker grid (point Z in Diagram 1) ref. G9. He then draws two straight lines which are continued to the edge of the grid (X and Y in Diagram 1) which intersect his target point Z. (We suggest a ruler be used to make sure your lines are straight.)

Diagram No. 1.



The Zone Maker now writes on his marker grid R.B.G.Y. to represent the (red, blue, green, yellow) created by the intersecting lines. (Use Marker provided.)

Note: The red zone must always be opposite the blue zone. The challenge is now set.

FINDING THE TARGET ZONE

The Zone Breaker now has to find the target point (ref G9) set by the Zone Maker on his marker grid. The Zone Breaker now refers to his searchboard and calls out a hole reference e.g. B6. The Zone Maker now refers to his marker grid, finds the point (which is in the red zone) and tells the Zone Breaker to place a red peg in the corresponding hole on his searchboard. The Zone Breaker places the peg and then calls out another reference hole e.g. L10. The Zone Maker again refers to his marker grid and tells the Zone Breaker to place a blue peg in his searchboard. For each further attempt the Zone Maker tells the Zone Breaker the appropriate colour of peg to place in his searchboard according to the colour zones on the marker grid*. This continues until the Zone Breaker finds the target point, when a white peg is used. This game then finishes.

Whenever the Zone Breaker selects a point that is on one of the lines dividing the zones made by the Zone Maker the Zone Maker has to say that this point is on a line. The Zone Breaker then places a black peg in his searchboard in that hole.

*Note: If the intersect lines do come close to but do not touch a point the appropriate colour is called e.g. K2 is green, K3 is blue.

SCORING — Agree how many games you will play

The Zone Maker's score is found by totalling the number of pegs (one point per peg) that have been used in finding his target point. If the Zone Breaker runs out of any one colour of peg in his attempts to find the target point a further 10 points are claimed by the Zone Maker.

After the game the roles of the two players are reversed, and the new Zone Maker now has

the opportunity of setting a fresh target point that he thinks his opponent will have difficulty in finding. After an equal number of games have been played the player with the most points is the winner.

GAME NO. 2 (Curved Lines)

After a number of games, skill and technique will have been acquired by both players. They can then investigate the more exciting game using curved lines. The rules and method of play and scoring are as in Game No. 1. The problems for the Zone Breaker in finding the target point will usually take a greater number of attempts. The 4 zones now created by the skillful Zone Maker will be complex in shape. See diagram No. 2.

Diagram No. 2.

