

Induction

Set Up:

Each player chooses a base and 2 number tokens with a symbol matching their base's filled in symbol. No player may select a token of a value another player has selected. Players must select tokens of total value 5 for 2 players, 7 for 3 players or 9 for 4 players. Randomly deal each player 1 card starting "when" and 1 starting "sum". Hand each player a piece of paper and a pen or pencil. Place out 4 blank bases. Hand the player with the highest value token the "first player" marker.

Game Play:

Starting with the player holding the "first player" marker and passing left, players take turns placing tokens one at a time on the blank base of their choice until all players have placed all their tokens. Then add up the totals of the tokens on each base. Each player then hands each other player with a token which fits the conditions outlined on the combination of their cards one blank counter. Players should place counters on the section of their base matching the awarding player. Pass the "first player" marker right, take back tokens and start a new turn. Any player with 9+ counters at the end of the turn wins, in case of a draw the player who claimed the most counters from their drawn opponent wins.

Deduction

Set Up:

Each player chooses a base and 2 number tokens with a symbol matching their base's filled in symbol. No player may select a token of a value another player has selected. Players must select tokens of total value 5 for 2 players, 7 for 3 players or 9 for 4 players. Randomly deal each player 1 card starting "sum". Hand each player a card list and place out 4 blank bases. Hand the player with the highest value token the "first player" marker.

Game Play:

Starting with the player holding the "first player" marker and passing left, players take turns placing tokens one at a time on the blank base of their choice until all players have placed all their tokens. Then add up the totals of the tokens on each base. Each player then takes a blank counter for each of their tokens which are in a sum described by their card, plus 1 for each other player's token in the sum. They place 1 counter on each section of their base matching the symbols of players with tokens in the sum. Pass the "first player" marker right, take back tokens and start a new turn. If any player has 9 or more counters on their base at the end of the turn they are eliminated and the game ends. The player with the most total counters in their section of eliminated players' bases wins, in case of a draw the first player wins.

This is a free print and play game from www.manokentgames.com if you have played it please visit the site and give us feedback, and check out our new projects.

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+ 1	+ 2	+ 3	+ 4	+ 5	+ 6	+ 7	+ 8
- 1	- 2	- 3	- 4	- 5	- 6	- 7	- 8
÷ 1	÷ 2	÷ 3	÷ 4	÷ 5	÷ 6	÷ 7	÷ 8
x 1	x 2	x 3	x 4	x 5	x 6	x 7	x 8

<p>First Player</p>

$+$	$-$
\div	\times

$+$	$-$
\div	\times

$+$	$-$
\div	\times

$+$	$-$
\div	\times

When an odd token is in a	When an even token is in a
When a prime numbered token is in a	When both a player's tokens is in a
When only one of a player's tokens is in a	When your token is in a
When none of your tokens are in a	Sum totalling odd
Sum totalling even	Sum totalling a prime number
Sum totalling > 5 for 2 players 7 for 3 players 9 for 4 players	Sum totalling < 5 for 2 players 7 for 3 players 9 for 4 players