PRIME ATTACTICS

RULES OF PLAY

Game for two players.
Ages 7+

INTRODUCTION
Both players start with a score of 11, a prime number. On their turn they either attempt to increase their score or decrease their opponents score with the tiles they have been dealt.

OBJECT OF GAME
To finish with the highest score or to reduce your opponents score to exactly zero.

GAME COMPONENTS

- The playing board.
- 2 sets of 35 tiles - one set with a white background and one with a yellow colored background.
- 2 tile racks - used to hold tiles with black stripes on the back. These tiles are hidden from opponents view.
- Score sheet.
- Display trays.

Each set comprises of

- 7 green numbered tiles (+1 to +7).
- 7 blue numbered tiles (-1 to -7).
- 6 red numbered tiles (x2 to x7).
- 6 **black** numbered tiles (÷2 to ÷7). Note these tiles have 2 black lines on the back.
- 3 red 'D' tiles, 4 green 'D' tiles and 2 blue 'D' tiles.
- 2 racks to hold black division number tiles, which must be kept hidden from the opposing player.
- Score sheets - to record both players' scores and the tiles played to get that score.

GAME PLAY
The game can be played at two different levels using the same rules, but with reduced number of tiles.

SET UP FOR FULL GAME
Each player chooses their tile colour. The player choosing white will sit opposite the yellow section of board and vice versa.
Each player places their Green, Blue and Red tiles, faced down mixed randomly in one group

and places their tiles with the black stripes in a separate group, again face down.
Each player randomly chooses 4 black striped tiles and places them in the rack hidden from their opponent.
Then draws 8 random tiles from the Green, Blue and Red tile pile and places them on the display tray face up for both players to see.
Both players start with a score of 11, a prime number, recorded on the score sheet. Choose who is to start.

PLAYING THE GAME
Players take it in turn to play one tile to alter either their own or opponents score. * (Two tiles may be used when playing D tiles).
A player can choose to play any tile from the visible 8 tiles or their hidden rack of 4 black striped tiles where possible.
The played tiles are placed on the appropriate square on the game board. White tiles on yellow background and yellow on white.
Each time a play is made the player declares their move, e.g. "I will multiply my score by three", then the red X3 tile is placed on the board. This allows players see tiles played and due to be played.
Each turn is noted and calculated on the score sheet so players can see each played move.
The played tiles are replaced from those remaining face down from the appropriate groups to re-stock until all are played.

*The D tile of a particular colour can only be played when a tile of the same colour is played.
The D is the 2nd tile to be used in the move and has the effect of doubling the resulting score from the first tile played in the move. Best to use on your own score. See attached illustration.
Two tiles are then taken from the hidden piles to re-stock.
Play finishes when either all the players' tiles have been played, neither player can place a tile, or a player's score has been reduced to exactly 0. Scores can never be negative.
In the event of one player having tiles which are unplayable, their turn is missed until a tile can be played.

SETUP FOR EASY PLAY
For the Easy Play game the rules are the same as the full game but is played by covering the outside vertical rows of 6, 7 and 1, and removing the tiles of those rows from play . Use the display trays to cover these rows. Choose 5 tiles for play from the randomly mixed red, blue and green tile pile and place on the display trays for both players to see.
Choose 3 tiles from the black striped tile pile and place in rack, hidden from view of your opponent.

PLAYING THE GAME
Play the game in the same manner as the full game.

FURTHER NOTES
A score can only be a positive whole number or ultimately zero in which case the game is won.
Other prime numbers such as 13, 17 or 19 can be used as defence positions or as a starting score to give an added difficulty level.

The **Slam Dunk** may also be played once when playing the full game. This is where a player can use a tile to add or subtract their opponent's score in order to change it to a divisible one and then use a divide tile on the new score, all in one move. This move can only be played once per player in the game and only after the third round of play.

Sample Score Sheet

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Choose starting score of 11, 13, 17 or 19

Player 1	Player 2
11 x 3 = 33	11 + 2 = 13
33 x 7 x D = 462	
462 ÷ 3 = 154	
154 + 3 = 157	

In this example Player A has played X3 tile and applied it to the starting score of 11 which results in 33

Player B has used tile +2 to result in 13

Player A uses tile X7 to reach 231 and in the same move uses the D tile of the same colour to double to 462

Player B divides Player A score by 3 to reduce score to 154

Player A then adds 3 to his own score to make a prime number 157 which cant be divided by any tile his opponent may have thus protecting his score