

Close to Zero (2 players)

Materials:

- Game board
- 2 different coloured counters
- A standard die
- An operation die labelled +, +, +, -, -, -

Instructions for play:

Place counters at the start, take turns to roll the dice.

The number rolled on the standard die determines the direction to move on the gameboard

1 or 2 moves down ↓ 3 or 4 moves right ↘ 5 or 6 moves left ↙

If you can not move in the direction indicated then you miss a turn.

The operation die determines whether you are adding or subtracting the number on the board.

Record your cumulative total as you play. If the other player is on the space you need to move to you must add the amount you are currently on to your score.

The game ends when one player reaches the space named 'End'. The player with the score closest to 0 at the end of the game wins.

