

Conquer land.

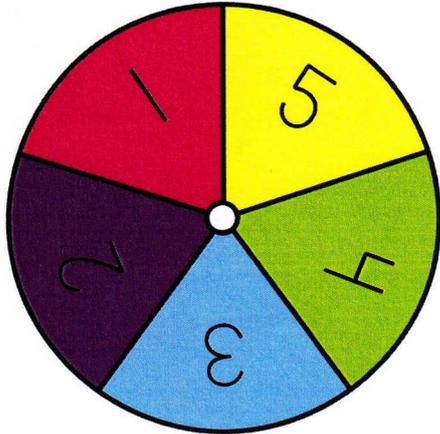
Add to 10 or 12



vanjufmarjan.nl

Conquer land.

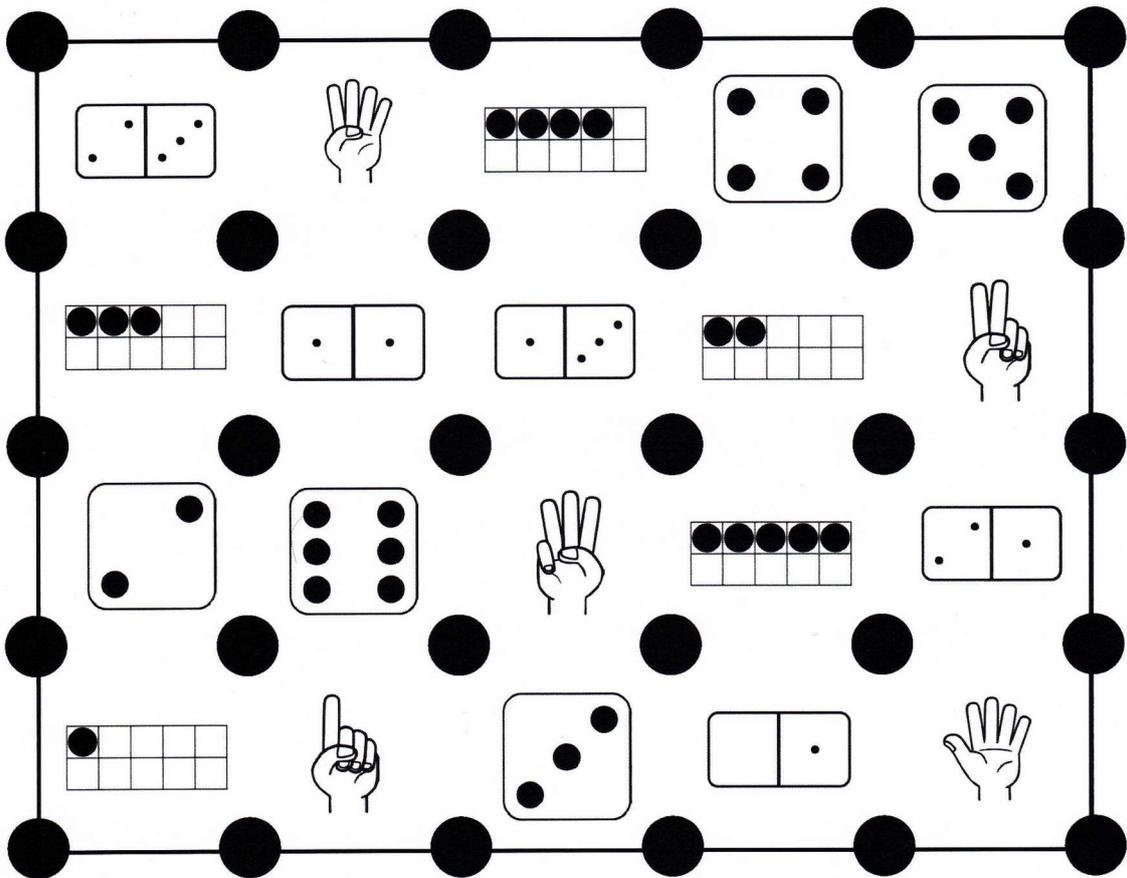
Number ID.
1 to 5



Two players choose a crayon of their favorite color. For example blue or red.

Player 1 spins a number with the spinner. He then looks for a picture of this number on the playing field. If possible, player 1 may draw a line between two dots surrounding that picture. This is followed by player 2 who does the same.

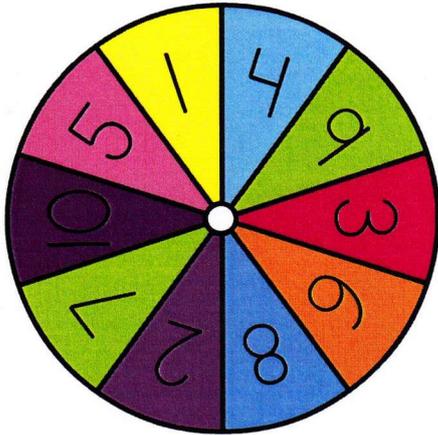
If a player makes a solid square, he may color it with his color. Whoever has colored the most squares at the end wins.



Conquer land.

Number ID.

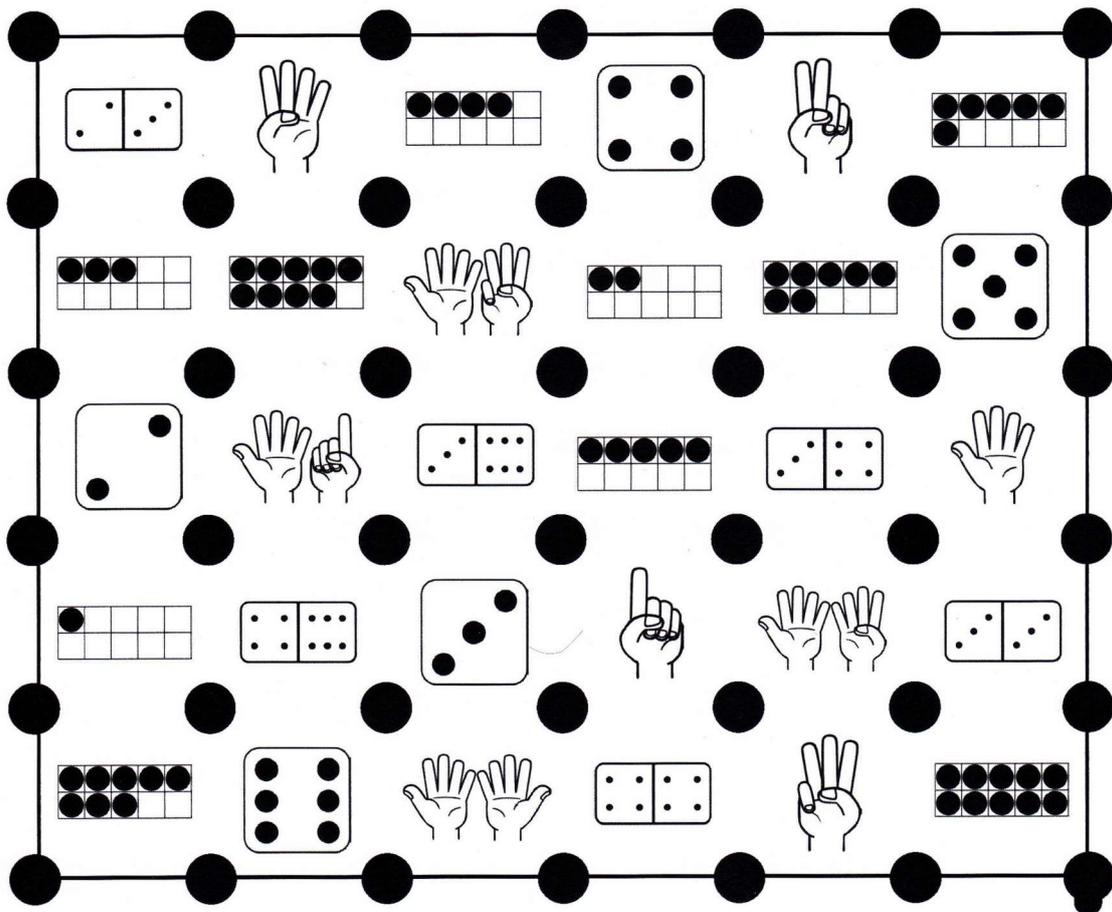
1 to 10



Two players choose a crayon of their favorite color. For example blue or red.

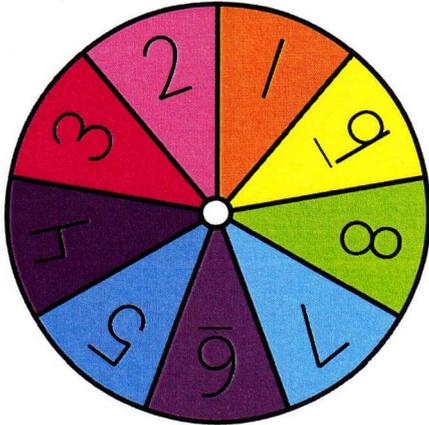
Player 1 spins a number with the spinner. He then looks for a picture of this number on the playing field. If possible, player 1 may draw a line between two dots surrounding that picture. This is followed by player 2 who does the same.

If a player makes a solid square, he may color it with his color. Whoever has colored the most squares at the end wins.



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Add up
to 10



Two players choose a crayon of their favorite color. For example blue or red. Player 1 spins a number with the spinner. He then calculates what the second number must be to add it to the first number to make 10. He looks for this number on the playing field. If possible, player 1 may draw a line between two dots surrounding that number. This is followed by player 2 who does the same. If a player makes a solid square, he may color it with his color. Whoever has colored the most squares at the end wins.

2	7	4	3	1	7	3	6	8	2	6
8	6	2	8	9	5	4	2	9	4	9
4	1	7	3	5	8	1	8	9	8	5
2	6	5	6	4	5	6	7	5	1	9
5	3	8	6	7	2	3	4	3	7	3
6	2	7	2	1	6	9	5	6	4	2
8	7	3	3	6	4	3	4	9	7	9
2	4	5	7	9	5	1	2	6	9	8
7	5	8	3	4	7	9	7	8	2	4
1	3	6	9	2	8	6	5	1	9	3

Conquer land.

Add up
1 to 12

Two players choose a crayon of their favorite color. For example blue or red.
Player 1 rolls two dice. He adds the number of points on the two dice.
He then looks for the answer on the playing field. If possible, player 1 may draw a line between two dots surrounding that number.
This is followed by player 2 who does the same.
If a player makes a solid square, he may color it with his color.
Whoever has colored the most squares at the end wins.

