



## "BATTERING RAM" RULES

It is New Year's Eve and the mountain goats are having their annual competition to find out who is the strongest "battering ram"!

Number of players: Two

Aim of the game: To push your opponent's rams into the "battered" zone

Equipment: The "Battering Rams" board  
Three ram counters per person  
The times table cards, cut up and placed in a pile, face down  
A dice

Rules:

1. The players place their ram counters in the start boxes. The rams face the middle of the board.
2. Play begins with the youngest player. First they must answer a question from the times table cards pile. If they answer incorrectly they forfeit their go. If they answer correctly then they roll the dice. The number on the dice tells them how many squares they can move their rams. They may choose to move only one ram, or any number of rams, but they can only move forward a total of squares equal to the number on the dice. For example, if they roll a 5 they may move one ram three squares and one ram two squares – five squares in total.
3. If the older player is practising their times tables, their move is exactly the same. If, however, they are a grown up they do not have to answer the question. As a forfeit, their dice roll is reduced by one. Therefore, a roll of 4 would allow them to move three squares, and a roll of 1 would mean that they cannot move at all during that go.
4. If a player's ram comes into contact with an opponent's ram during their go, the opponent's ram is pushed backwards. If the opponent's ram is pushed back into the "battered" zone it is lost from the game.
5. The winner is the person who has the least rams in the "battered" zones when each of the three rows has been won.

