

3 Game



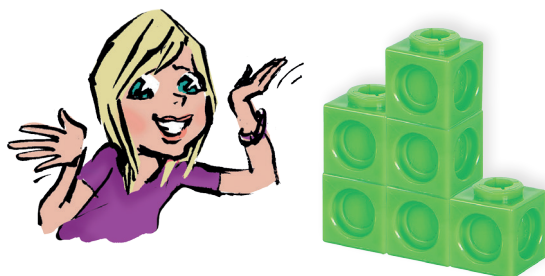
- eight Multi-link cubes for each player



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- 1 Choose who will start. This is **Player A**.
- 2 **Player A** makes a small non-symmetrical model using 6 to 8 of their cubes.

Example Jess made this model.



- 3 Face your partner.
- 4 **Player A** holds the model in front of them.
- 5 **Player B** makes the reflection of the model with their cubes so that if **Player A** looked in a mirror they would see the same image as the one **Player B** has made.
- 6 If it is correct, **Player B** takes ten points.
- 7 **Player B** now stands beside **Player A** and makes a $\frac{1}{4}$ turn rotation of **Player A's** model.
- 8 If this is correct **Player B** takes 20 points.
- 9 Now swap roles.
- 10 Repeat this four more times.
- 11 The player with the most points at the end of the game wins.

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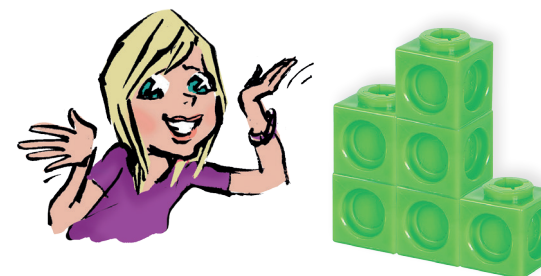
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