

4 Game

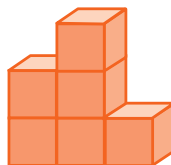
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- 8 Multilink cubes for each player

- 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 Stand face to face.
- 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 10 points and dismantles their model.
If the model is **not** correct, no points are taken.
- 7 **Player B** now stands beside **Player A** and imagines what a $\frac{1}{4}$ turn rotation of the model would look like, without being allowed to turn **Player A's** model.
Player B makes the model they imagined with their cubes.
- 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 wins.

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