



Choose - this symbol allows the player to pick the next grid ref to be selected (they must put their hand up if they get this symbol so the teacher can add them to the 'choose next square/grid ref section on the IWB)

Shield - this symbol allows the player to 'block' any wrong doing to them and once this is crossed off in their grid should be drawn in the 'shield' section on their w/sheet. It can be used at any time once got but only once!

Mirror - this symbol allows the player to 'mirror' any wrong doing to them back to the person that was doing the wrong doing. Once this is crossed off in their grid it should be drawn in the 'mirror' section on their w/sheet. It can be used at any time once got but only once! The mirror allows whatever was going to happen to the individual to happen to the attacking player. i.e. if someone wanted to 'rob' me of my points and I used my mirror then I would 'rob' their points!

Bomb - if the player is unlucky enough to get this symbol in their grid ref their points will go to 0.

x2 - this symbol doubles the players current score

B (Bank) - this symbol allows any points the player has to be banked in the bank box. **Your cash goes to zero but you have money safe in the bank that cannot be stolen or wiped out!**

The 'hitlist' part of the w/sheet is there for players to keep track of who has the largest amounts of cash for future 'robbings', 'killings', 'swappings' etc.

The winner is the player at the end of the activity that has the highest score in both their 'bank' and their ongoing score.

Note – you can only use your Shield, Bank, Mirror, Kill etc. if it is in the square in play (e.g. F5). You can't save them until later! 😊