Ada's Algorithm Game

You will need:

- A set of cards
- A board
- 4 counters for 4 players – each of a different colour with an arrow to denote direction of travel.
- 3 blocker counters with no arrow

Instructions

A game for 4 players. Each player starts in a corner of the board. They must reach the opposite corner to win the game.

The object of the game is to collect cards which can be used to make an algorithm to describe how you want your counter to move. When you have enough cards to complete a move, you can assemble your cards into an algorithm and move your counter.

How to Play

Place all the cards face down and shuffled, in a pile.

Players take turns to pick up a card. These are collected out of sight of the other players. If you want to 'run your algorithm' you must say 'run' (before picking up a new card) and place the cards you wish to use in your algorithm, on the table, in the right order. Then, move your counter to carry out the moves in that order. Even if you lay the cards down incorrectly, you must still move the counter in the order of your algorithm. Then, you can pick up a new card and play passes to the next player. The cards used in running the algorithm are returned to the bottom of the pile to be reused.

An example of an algorithm might be:
Forward 1
Forward 4
Turn 90
Forward 2

The player who first reaches the corner diagonally opposite to where they started, is the winner.

Rules

You cannot land on a dot which is occupied by the counter of another player. You can pass over a counter belonging to another player (counting that dot as you go) but you cannot land on the occupied dot. You must plan your programme so that you stop *before* or *after* the occupied dot.

Special Cards

Block - you can place a black counter on any dot on the board. No one can pass this blocker on the board. You cannot land on a blocker or pass over a blocker. Players must find a new route, if it is in their way.

Steal – you can steal one of the cards from another player. This card must be played immediately. Choose a player to steal from and select (without looking) a card to steal. You keep this stolen card, and the Steal card is replaced in the pile straight away.