

Magic Square

57 HJ +IMG<99 H'004

CV^Wij Yg. 'XYbhjZmgWcf]b['ncbYg'fUfYUg'k\ YfY'UVU``a i ghghcd'
hc'gWcfY'Udc]bh'UbX'd`UWYa Ybhg

Ni a VYf'cZd`UnYfg: Qããã ã^Á^!&ã^
9ei jda Ybh

- Ø ~ | (4) coloured balls, & } ^• oi Á |æ æ cups
- Six (6) àæ|•

GYhi d.

- Place Á@Á Áæ|• Á Á |{ ÁÁ~ æ^ÉV@!^Á @~ |áÁ^Áæ[~ ÁGÁæ|• Á Áã æ & Á á^ç ^^} Á@{ E
- Qãæ|• É Á æ^Á@Á~ æ^Áæ*^! Ç Á Á Áæ|• Á Áã æ & Dæ áÁ^á~ & Á Áã^Á , @} Á@Á^!&ã^Á&{ ^• Áæ á!ÉV@ Á Áæ[[áÁæææ} Á Á[{ ^}]^Á @ Á Á •ææ * Á~ È



DfcWXi fY

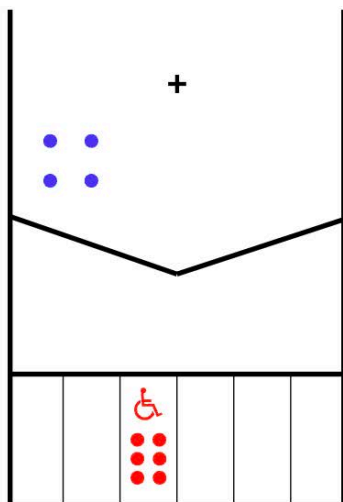
- V@Á |æ^! Áæ á• Á Á } ^Á Á@Á [Áã *|^Á[ç^Áæ áÁ^• Á@Á [|^•] [] áã * Áæ|• È
- V@Á |æ^! Á ~• Ç æ^Áæ|æ{ ^} ç • æ^Á@Á~ æ^Á @ Áæ[æã * Á@Áæ|• Á á^!ã æã * Á@Á~ æ^È
- ÒæÁæ|• • æ^Á@Á~ æ^ÁUfbg'%dc]bhÈ
- ÜÈ [• æã } Á@Á~ æ^Áæ Á^á^áÈ
- T [áã Á@Á&} æã Áæ *^Á@Á [• æã } Á Á@Á~ æ^Áá^ç ^^} ÁæÁ^!á • Á Áæ|• Á ç Á |ææ^Á |æ{ ^} • Á Áæã ~ • Á &æã } • Á } Á@ÁáÈ

Variation

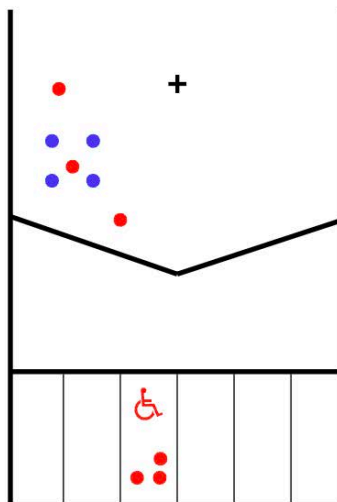
To help the player understand and calculate the risk, place a pin in the middle of the square. If the player knocks down the pin while making a placement, they lose all accumulated points.

EXAMPLE

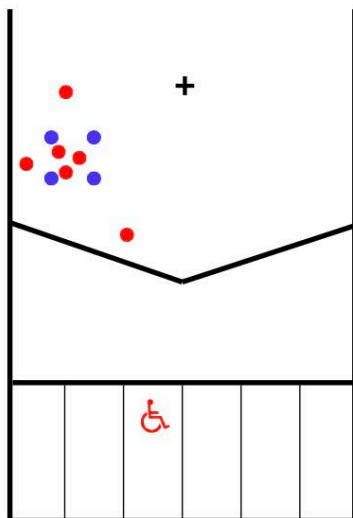
1. Create a scoring box with 4 blue balls.



2. Make a placement inside the square.



3. Continue the placements for the 6 red balls.



4. Calculate the points.

