Protractwar

A game for 2 players

What You Need

- Graph paper or dot paper
- A sharp pencil (two different coloured pencils are even better, one for each player)
- A protractor
- A ruler

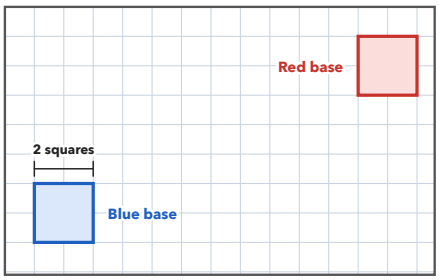
How to Win

Hit the other player's base before they hit yours!

Getting Ready

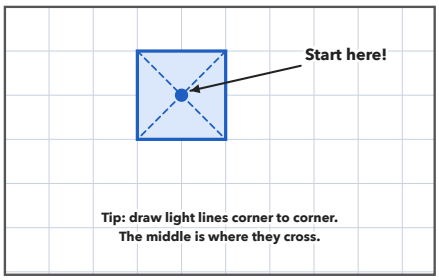
1 Draw your bases.

Each player draws a square in their own corner of the paper. Both squares must be the same size. For example, each side could be 2 squares long.



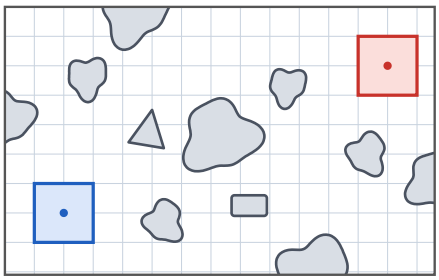
2 Mark the middle.

Put a dot in the centre of each base. This is where your missile starts.



3 Add obstacles.

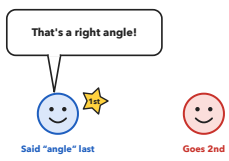
Take turns drawing blobs and other shapes on the paper. Make some of them touch the edge of the paper.



Some shapes touch the edge

4 Pick who goes first.

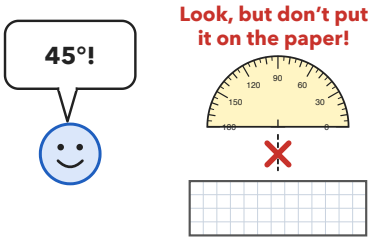
The player who said the word "angle" most recently goes first.



How to Play

1 Guess an angle.

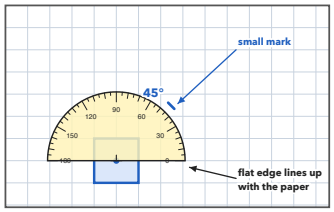
On your turn, say an angle out loud, like "45 degrees." You may look at the protractor, but you may not place it on the paper.



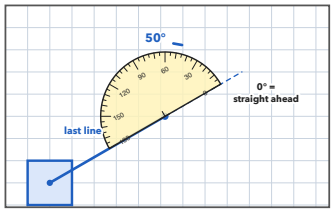
2 Measure it.

Put the protractor on the paper and find the angle you said. Make a small mark at that angle.

- **First turn:** Line up the protractor with the edges of the paper.
- **Every turn after that:** Line up the protractor with the last line you drew.



First turn

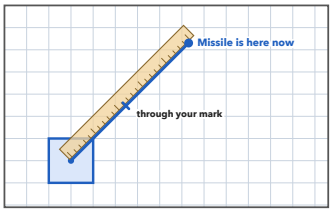


Every turn after that

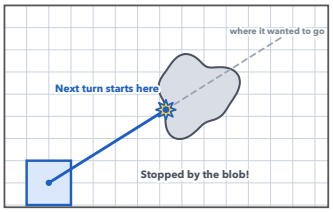
3 Launch your missile.

Use the ruler to draw a straight line from your missile through your mark, as long or as short as you want. Your missile is now at the end of the line.

- **Watch out for blobs!** If your line touches a blob, your missile stops right there. To avoid a blob, stop your line before it.
- **Crossing lines is fine.** Your line can cross any line on the paper, yours or the other player's.



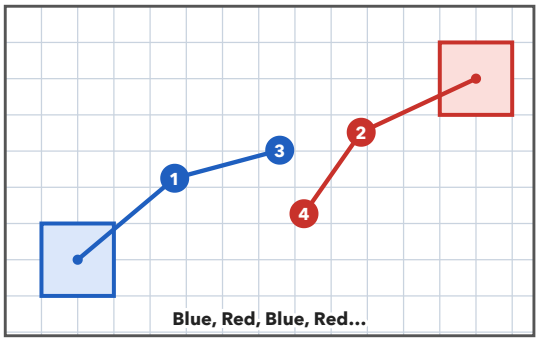
Draw along the ruler



Hitting a blob

4 Switch turns.

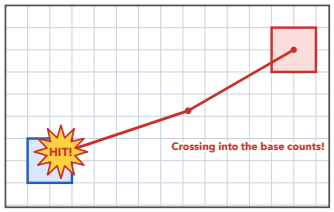
Now it's the other player's turn.



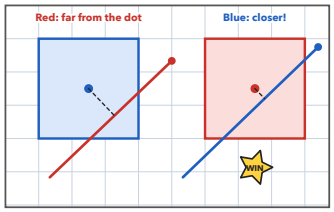
5 Keep going until someone's base gets hit.

If your line crosses into the other player's base, that counts as a hit!

- **Tie?** If both players hit a base in the same round, the winner is the player whose line passed closest to the dot in the middle of the base.



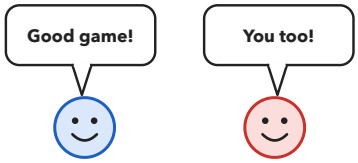
A hit!



Breaking a tie

6 Say "good game"

Shake hands! 🙂



Credits

Created by Alexander & Paul Reinheimer

Website: protractwar.com