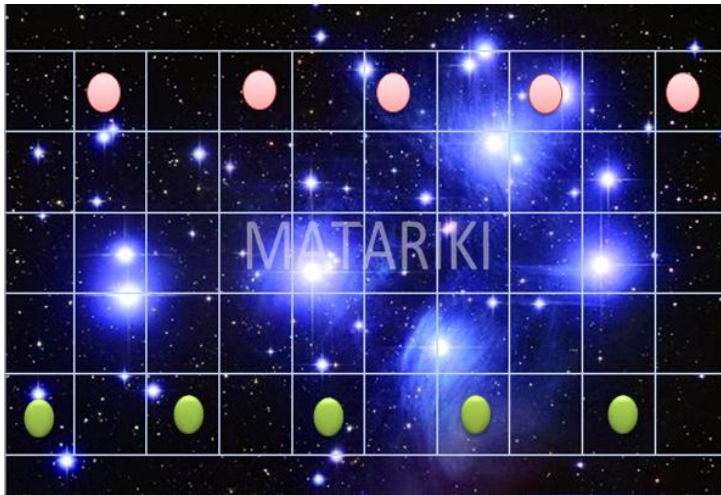


## Matariki Game Instructions

1. You can play this in pairs or in teams.
2. Each team has five counters.
3. Place the five counters on every second square of the board on your side.



4. The objective is to get as many counters to the other end and back in the time allotted by the kaiako. If there is no time limit, then the first team to get all of their counters back to their side wins.
5. Use "Paper, Scissors, Rock" to decide who starts the game. To be able to move, take a Kāri Pātai (question card) and read the question to the opposing team. If they answer the question correctly they can move one counter two spaces in any direction. You may jump another player's counter if it is in front of yours. It will then be the other team's turn.
6. If the game is played in teams, each team member in order must have a turn to answer the questions. The other team members can help, BUT here's the catch: the other team members can only help by acting out the answer, using sign language or hand signals. Only the person who is answering may speak.
7. The opposing team/player of any team/player caught cheating will get one free move.