

## Hidden Treasure

**Materials** □ 1 sheet of *Hidden Treasure* Gameboards for each player  
(Math Masters, p. 485)

- 2 pencils
- 1 red pen or crayon

**Players** 2

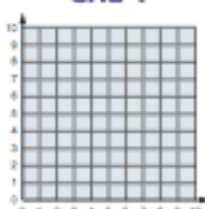
**Skill** Plotting ordered pairs, developing a search strategy

**Object of the game** To find the other player's hidden point on a coordinate grid.

### Directions

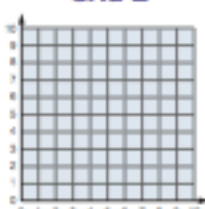
1. Each player uses 2 grids. Players sit so they cannot see what the other is writing.
2. Each player secretly marks a point on his or her Grid 1. Use the red pen or crayon. These are the "hidden" points.
3. Player 1 guesses the location of Player 2's hidden point by naming an ordered pair. To name the ordered pair (1,2), say "1 comma 2."
4. If Player 2's hidden point is at that location, Player 1 wins.
5. If the hidden point is not at that location, Player 2 marks the guess in pencil on his or her Grid 1. Player 2 counts the least number of "square sides" needed to travel from the hidden point to the guessed point and tells it to Player 1. Repeat Steps 3–5 with Player 2 guessing and Player 1 answering.
6. Play continues until one player finds the other's hidden point.

**Grid 1**



Hide your point here.

**Grid 2**

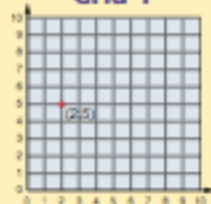


Guess the other player's point here.

### Example

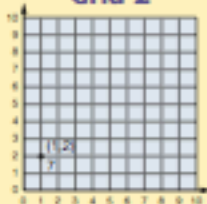
Player 1 marks a hidden point at (2,5).

**Grid 1**



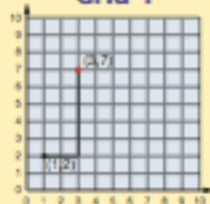
Player 1

**Grid 2**



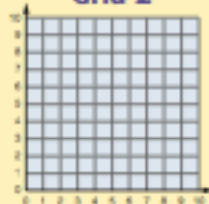
Player 2 marks a hidden point at (3,7).

**Grid 1**



Player 2

**Grid 2**



- Player 1 guesses that Player 2's hidden point is at (1,2) and marks it on Grid 2 in pencil.
- Player 2 marks the point (1,2) in pencil on Grid 1 and tells Player 1 that (1,2) is 7 units (square sides) away from the hidden point.
- Player 1 writes "7" next to the point (1,2) on his or her Grid 2. Player 1's turn is over, and Player 2 makes a guess.