

Contig 60 Classroom Guide

Goals:

- Get 5 markers of the same color in a line.
- Get a score of 0 or lower (must have a difference of MORE THAN 2 to win).
- Have the lower score when both players run out of markers (must have a difference of MORE THAN 2 to win).

Start: Both players roll one die. The player with the lowest roll goes first.

Each turn:

- Roll 3 dice.
- Make a number sentence with any combination of the four basic operations: +, -, ×, ÷
- Place marker on the board at the calculated value.

Scoring points:

- When marker is placed, player receives one point for each adjoining space that has a marker of either color on it (up to 8 points).
- Points are subtracted from a running total that starts at 60 at the beginning of the game.
- Player is to announce score whenever points are subtracted from total.

Passing Turns/Capturing a Pass

- Player may pass a turn if they cannot find a calculation to place a marker.
- Opponent has the opportunity to "Capture the Pass" if they can place a marker using dice the other player passed.
- If player "Captures a Pass", they receive double points.
- Player still gets to play regular turn after Capturing.

End of Game:

- Get 5 markers of the same color in a line.
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- Have the lower score when both players run out of markers (must have a difference of MORE THAN 2 to win).