

FIAR Classroom Guide

Goal: Identify 4 or more chips of the same color in a line of connected circles with no opponent chips in between (with no blocking chips touching).

- There may be unoccupied spaces between the 4 chips.
- Path cannot include the yellow center of the game board.

Start: One player holds 2 different-colored chips in 2 hands. Second player chooses which color will be first. Second player then picks one hand of first player. If he picks starting color, he goes first; otherwise, the other player goes first.

Phase I - Placement:

- Take turns placing chips on unoccupied spaces until all 7 are on the board.
- Player can win during this phase.
- Must finish placing all pieces before starting Phase II.

Phase II - Movement:

- Move any number of spaces in a straight line of empty spaces connected by lines.
- Player may not jump over occupied spaces.

Blocking Chips:

- 2 chips with a dot on them are "Fire Extinguishers" or blocking chips.
- Blocking chips block all adjacent chips from making 4 in a row.

End of Game

- Move a chip, and then identify a winning path.
- Winning path may be of either color.
- Player **MUST** identify a win - announce "FIAR" or "I win".
- If player does not announce the win, opponent can announce it on their turn.