

Kwatro-Sinko Classroom Guide

Goal: To get all of your chips on non-numbered spaces and identify a straight-line path of exactly 3 chips, 2 of one color and 1 of the other color, where:

$$\text{(Same Color)} + \text{(Same Color)} - \text{(Different Color)} = 4 \text{ or } 5$$

There may be empty spaces between the chips, but the path may not bridge across the center yellow area.

Start:

- Each player selects a chip without looking. The player with the **lower value** starts and is named the EVEN player, and can only move even-numbered chips. The opposing player is the ODD player and can only move odd-numbered chips.
- All chips are placed on their numbered spaces on the board.

Chip Movement: Each turn, a player moves a chip one space into an unoccupied space connected by a line. Movement may be horizontal, vertical, or diagonal. Chips may not jump over other chips or over the center of the board. Players can only move their own chips.

Chips off the Numbers: A player cannot declare a win unless ALL of their 5 chips are on non-numbered spaces.

A Winning Path

- 2 chips the same color and one of the other color
- Chips must be in a straight line of connected spaces.
- $\text{(Same Color)} + \text{(Same Color)} - \text{(Different Color)} = 4 \text{ or } 5$
- Chips can be in any order.
- Chips can be spaced apart.
- No other chips can be on the same path.
- Opponent's piece(s) used to win may still be on numbered spaces.

Claiming a Win: To win, a player must move a chip and correctly identify a winning path by pointing to the chips and stating the corresponding number sentence.