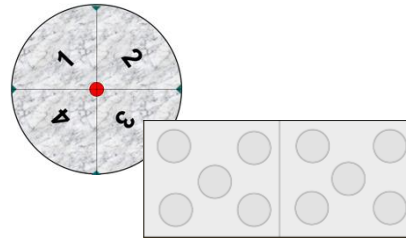


GAME INSTRUCTIONS

What do you need?:

- 2 game boards
- 20 stacking chips (10 of each color)
- 4-sided die
- 6-sided die with dots
- pen and paper



Game Setup:

1. Each player gets an empty game board
2. Each player takes 10 chips and a 4-sided die (you can share the die with your partner)
3. The 6-sided die is only for identifying the dice pattern and serves as a guide

Ready, steady, go!:

The youngest player starts. Each turn begins by rolling the 4-sided die. The number of chips you place on the game board depends on the number you roll.

Attention!: If a four is rolled, one stacking chip must be removed from the game board.

The chips are placed according to the dice pattern! First, place chips on the left half of the game board, then on the right half. If you are not sure about the dice pattern use the 6-sided die as help.

If the dice patterns are clear, you can now step up by starting to calculate in writing. For example, if you have 4 chips on your game board and you are rolling a three, you are going to write down $4+3=7$ on your sheet. So you should now have 7 chips on your game board. If you roll a four, you would subtract one.

And the winner is...:

The game ends as soon as one of the players has ten chips on their game board.

That player wins. 😊

OTHER VARIATIONS:

Variant 1: Zero Wins:

To prepare for the game, both players fill their game board completely with chips. Each turn begins with rolling the 4-sided die.

The number you roll tells you how many chips you have to removed from the game board.

Attention!: If a four is rolled, a chip must be added to the game board.

The chips are removed in a way that you always have a dice pattern on the game board. (You are allowed to move the chips)

The player who first clears their field entirely wins.

Variant 2: The Tenth Chip Wins:

Both players play on one game board. The starting player can be determined, for example, by "Rock, Paper, Scissors."

In each turn, players decide whether they want to place one or two chips. Players take turns alternately. The player who places the tenth stackable chip wins. So it is important that you think about you choice clearly! You need a strategy. ;)

What did you learn?:

1. Counting within the number range up to ten: The game allows children to become familiar with numbers and quantities up to ten.
2. Strategic thinking: Players must decide when to place chips and whether to place one or two chips to reach the goal of ten chips. (Variant 2)
3. Pattern recognition: By placing and removing chips, players must recognize patterns.
4. Decision-making: Players must consider which steps to take to achieve their goal while also preventing their opponent from winning. (Variant 2)
5. To calculate in writing: Using the dice pattern for written calculation involves performing arithmetic operations based on the dice roll result.

The game "Ten Wins" is a great way to move from counting to "thinking" mathematically or to working with quantities. It promotes fundamental mathematical skills and is especially suitable for the beginning stages of schooling.

Have fun!

Ready, Set, Play!

