

GOTCHA GAME From the episode Problem Solving in Shangri-La

Jackie learned this game from Master Pi. Use your BRAIN POWER – and math – to find a pattern that will make you a winner...every time!



Cut out these dragons and use them as your game pieces.



NUMBER OF PLAYERS:Two players or teamsMATERIALS:15 dragons (one of them red) OR any 15 objects
(14 of one color and one of another color)OBJECT:Make your opponent take the red piece.TO PLAY:Form two teams. Place all 15 dragons or objects on the
table. Players take turns and remove one, two, or three
pieces per turn. You don't want to take the red piece!THE WINNER:The one who avoids getting stuck with the red piece is
the winner.

MASTER PI'S SECRET TIPS:



Force your opponent to take a turn when there are 13, nine, and five dragons left (counting the red dragon). If you do this, you can control the game. How? Working backward from the red dragon, if there are four green dragons left, and it is your opponent's turn, if he/she takes one dragon, you can force him/ her to take the red. If he/she takes two dragons, you can take two and win. If he/she takes three dragons, you can still win by taking one.

If you keep working backward like this, if your opponent takes a turn with nine dragons left, you can force him/her to five! The same is true of the number 13. Just make sure you go first and remember to force your opponent to the numbers 13, nine, and five dragons (including the red dragon). Even if you don't go first, if you force your opponent to take from the key numbers you'll win...every time!

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