

## **STRATEGY GAMES: PENTRO**

As in many other strategy games, in "Pentro" it is helpful to plan ahead and to consider the possible moves of the opponent. This will encourage students to think about several variables at one time.

### MATERIALS

- 6x6 grid
- Counters in 2 colors

### PEOPLE:

Two

### ACTION:

The object of the game is for a player to get five counters of her color in a row either horizontally, vertically, or diagonally. Players take turns placing a counter on any vacant intersection (a place where two lines come together).

Strategy: After several games have been played, ask the students to think about the following questions: Would you rather play first or second? What configurations of counters would ensure a win after your next turn?

### IF YOU LIKE:

- Try this game so that 3, 4, or 6-in-a-row wins. In which cases is a winner quickly determined? In which cases is a winner unlikely to be determined?
- Play on a 10 x 10 grid. Change the goal so that the person who gets the most 5-in-a-rows wins. The game ends when neither player can place a counter to her advantage.
- Play on a larger grid with 3 or 4 players. When does cooperation become necessary?

Adapted from Games Magazine

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