

Santorini

Rules

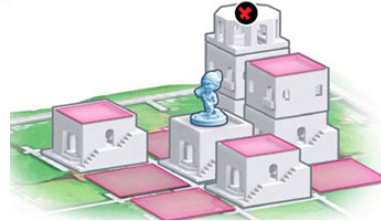
SET UP: Player 1 places both workers in a square, then Player 2 places both workers.



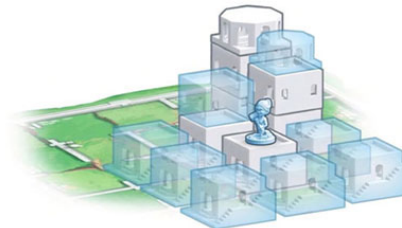
EACH TURN

- 1) Pick 1 worker. **Move** to an adjacent spot. Adjacent is a spot connected by horizontal, vertical or diagonal.

A worker can move on the same level, jump up 1 level or jump down any number of levels.



- 2) **Build** a tower piece on a spot adjacent to the worker you moved. You can build on any level.



HOW TO WIN

- 1) If one of your workers moves up on top of level 3 during your turn, you instantly win!
- 2) If your opponent cannot move any workers, you win!



Focus Questions

- Why did you choose those starting positions for your workers?
- Where could you move each of your workers? How did you decide where to move that worker?
- Which pieces can you use to build? Where can you build? How did you decide where to build?
- What do you think your opponents will do next?
- What are you going to do to win?
- How did you win? OR How did your opponent win?
- What do you want to try next time?

“For Next Time” Reflection Question:

- Are there any spots on the board that are more useful than others to have your pieces start in? If so, what makes them important?