**A pepper just for you!**

A glass container has 24 candies and one pepper in it. Participants draw out one, two, or three candies during a turn. The goal is to have the other participant be stuck with the pepper. Participants will take turns attempting to beat the instructor by making her “eat the pepper”. Small groups will be given bags with small cubes representing the candies and pepper to practice.

Suppose two players are playing the Red Hot Chili Pepper game. One player knows how to “win” and the other does not. The rules are such that each player may take **one, two, three, or four** candies. The player who does not know the game goes first, find the total number of candies that should be in the jar such that the player who does know how to play the game can win for sure.