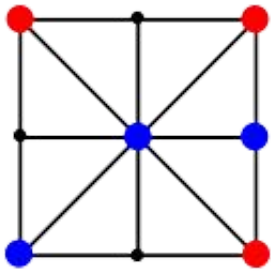


# Strategy

## — TAPATAN — GAME

There are many games similar to this one - games such as Rota, 9 Holes, and 3 Men's Morris. In this version, there are 9 points connected in a grid by 3 horizontal and 3 vertical lines. Each player has three identical tokens to play with. The goal of the game is to get your three tokens in a line.

There are two phases of play. During the first phase, the placement phase, the players take turns placing their tokens one at a time on vacant points. After all the tokens have been placed, the second phase, the movement phase, begins. During this phase, players take turns moving their

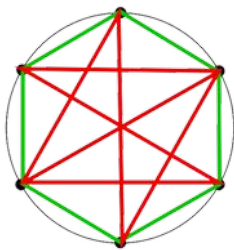


tokens to empty adjacent points. An alternative rule is that pieces can be moved to any empty point, not just adjacent points.

The game is over when one player wins or when the same position occurs three times, in which case it is a tie game.

## — SIM TRIANGLE — GAME

The two players have different colored markers. Place six (use more for a harder game) dots

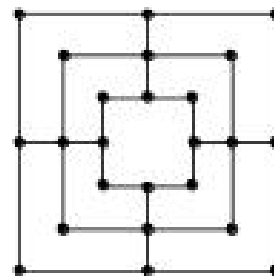


evenly around a circle. Players take turns drawing lines between the dots using their color. The loser is the first player forced to create a triangle all of whose sides have the player's color and whose corners are on the circle. In the illustrated game, green moves next and must lose.

## — NINE MEN'S MORRIS — GAME

Use nine counters in each of two different colors for the two players.

A "mill" is a line of three counters in a row, either horizontally or vertically. During any phase of play, if a player forms a mill, they are allowed to remove any one of their opponent's counters (as long as that counter is not part of a mill). The player with only 2 counters left loses.



There are three phases of play:

**Placing phase:** Players take turns placing one counter at a time on the points of the board.

Once all the counters are placed, the next phase begins.

**Moving phase:** On a turn, slide a counter on the board to a nearby connected point. You may not "jump" another piece, or skip points on the board! It is okay to move a counter out of a mill and then back again on the next move (if your opponent does not block it).

Once one player has only three counters left, the next phase begins.

**Jumping phase:** The player with only three counters can make their counters "jump" from any point to any other vacant point on the board.