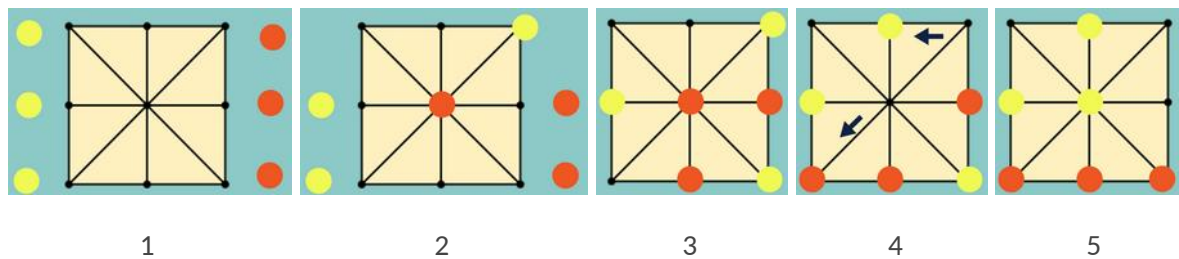


STRATEGY - LEVEL 1: TAPATAN

Materials:

Paper with Tapatan board

6 counters, 3 of each color



Instructions:

This is a 2 player game. Each player has three counters in one color. The goal of the game is to get your three counters in a straight line (horizontal, vertical or diagonal). There are two phases:

Placement phase: Players take turns placing their counters on vacant points one at a time until all counters have been placed (picture 2 and 3).

Movement phase: Players take turns moving their counters to an empty adjacent point (picture 4). The game ends when one player wins (picture 5) or when the same position occurs three times, in which case it is a tie game.

Questions and discussion points:

- Is there a way to force the winning move?
- Does the player who gets to start have an advantage?

Thoughts to take home:

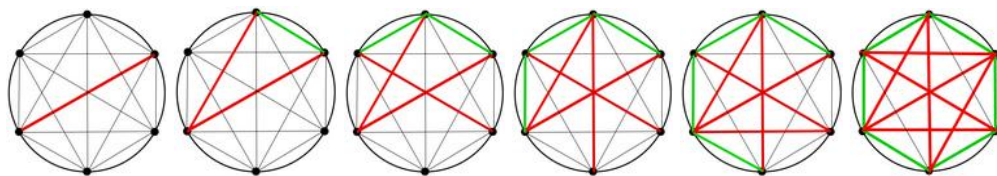
This game can be played on the go. All you need is a pen, paper, and a few coins.

STRATEGY - LEVEL 2: SIM TRIANGLE

Materials:

Paper with Sim Triangles

2 pencils in different colors



Instructions:

Set up: Place six dots evenly around a circle. Each of the two players has a different colored pencil.

Play: Players take turns drawing lines between the dots using their color.

Each player tries to avoid creating a triangle made only of their color. Only triangles that have dots on the circle as corners count; intersections of lines inside the circle are not important. The player who is forced to complete a triangle loses. In the example, green will be forced to lose on their next move.

Questions and discussion points:

Must there always be a winner, or can there be a tie? Are some segments better than others, or all they all pretty much the same?

Thoughts to take home:

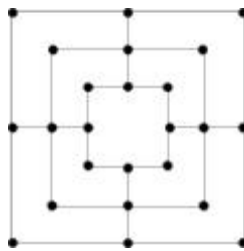
This is another game that can be played anywhere. Just draw 6 dots in a circle on a piece of paper, lightly connect each dot with every other dot, and you're ready to play!

STRATEGY – LEVEL 3: NINE MEN’S MORRIS

Materials:

Paper with Nine Men’s Morris board

9 counters in each of two colors



Instructions:

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.

Questions and discussion points:

After playing this several times, ask whether some spots on the board are better than others. Is it better to go first or second? Discuss other strategy ideas.