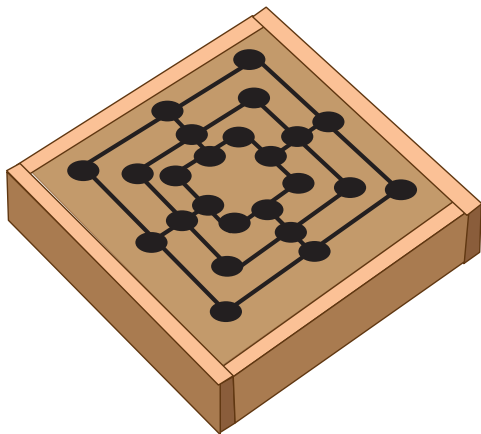


STRATEGY BOARD



COMPONENTS

Rules

Placing.

The board begins empty, and the two players each use nine stones of their own color. They take turns placing one stone at a time on the intersections of the board. The objective is to get three stones of one's own color in a line on any three adjoining spots, vertically or horizontally. The three diagonal spots at the corners do not count as a row because they are not connected by lines.

Capturing.

Whenever a player forms a row of three, called a "Mill," that player removes one of the opponent's stones from the board, provided that a stone may not be taken from a Mill.

Moving.

Once all the stones have been placed, the players take turns moving one of their stones along the lines to an adjacent open spot. Anytime a player manages to close a Mill (form a row of three), the player removes an opponent stone. A Mill which is opened and then closed again on a later turn is considered a new row. Players may not pass a turn; a stone must be moved, even if it is to the player's disadvantage.

Jumping. When one player has only 3 stones left on the board, that player may jump to any open spot on the board, instead of moving to an adjacent spot. This freedom gives the player greater mobility to block the other player from forming a Mill.

Winning.

The player who first is reduced to only two stones remaining, or who cannot move any stone on the board, loses the game.

Strategy.

Blocking the opponent from getting three in a row by placing a stone in the opponent's line is the most direct approach. Forming combinations where you can get a Mill in two different directions such that your opponent can block only one of them is a little more subtle. And maneuvering to block in all of the opponent's pieces is the most devious way to win. The most powerful spots are the middle spots of the second square, because they are the entry points for moving to the inner or outer square.