

BORED GAMES

#1

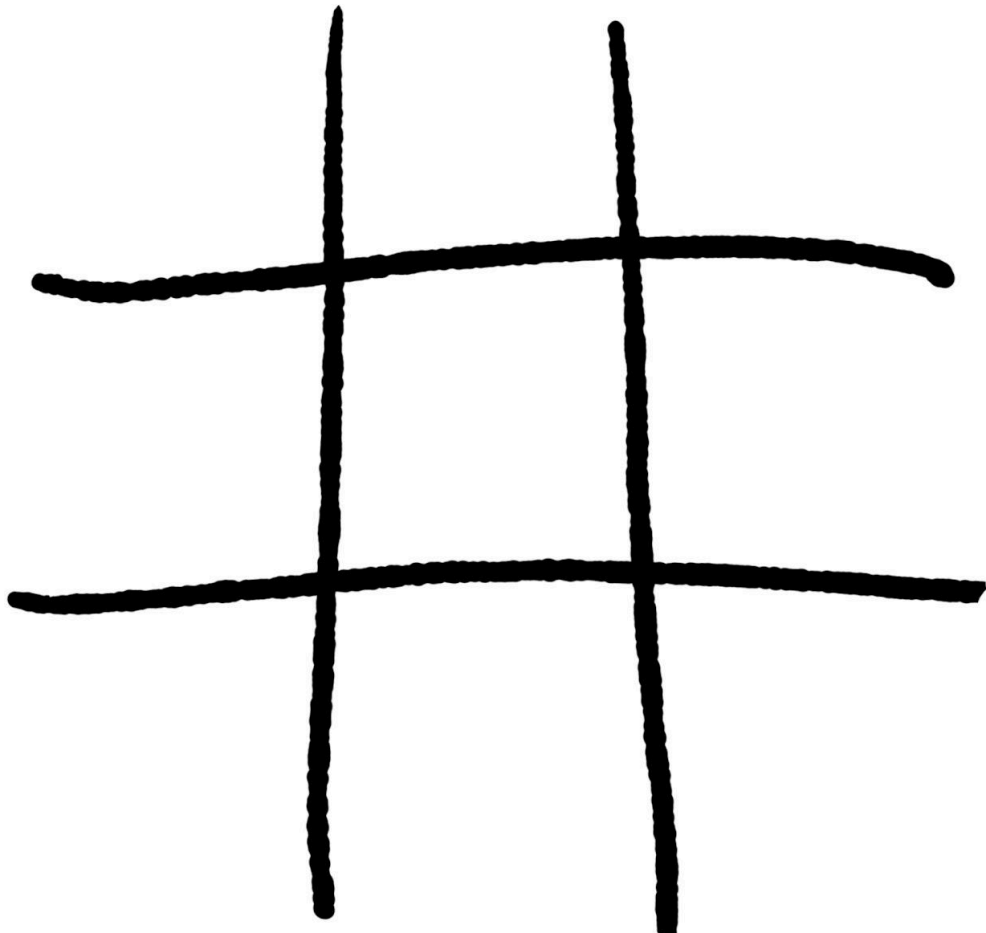
You can draw the playing grids out on a piece of paper - they're all simple.
Many of the games can be played with more squares, more players,
even different rules (so long as everyone agrees them).

Tic-tac-toe Rebooted

Start with three counters each (eg coins). Players take it in turns to place a counter.

When all six are all in play, they move one at a time into a neighbouring vacant square (not diagonal), trying to get three in a row.

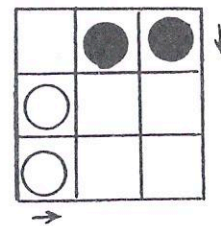
(No returns within one move).



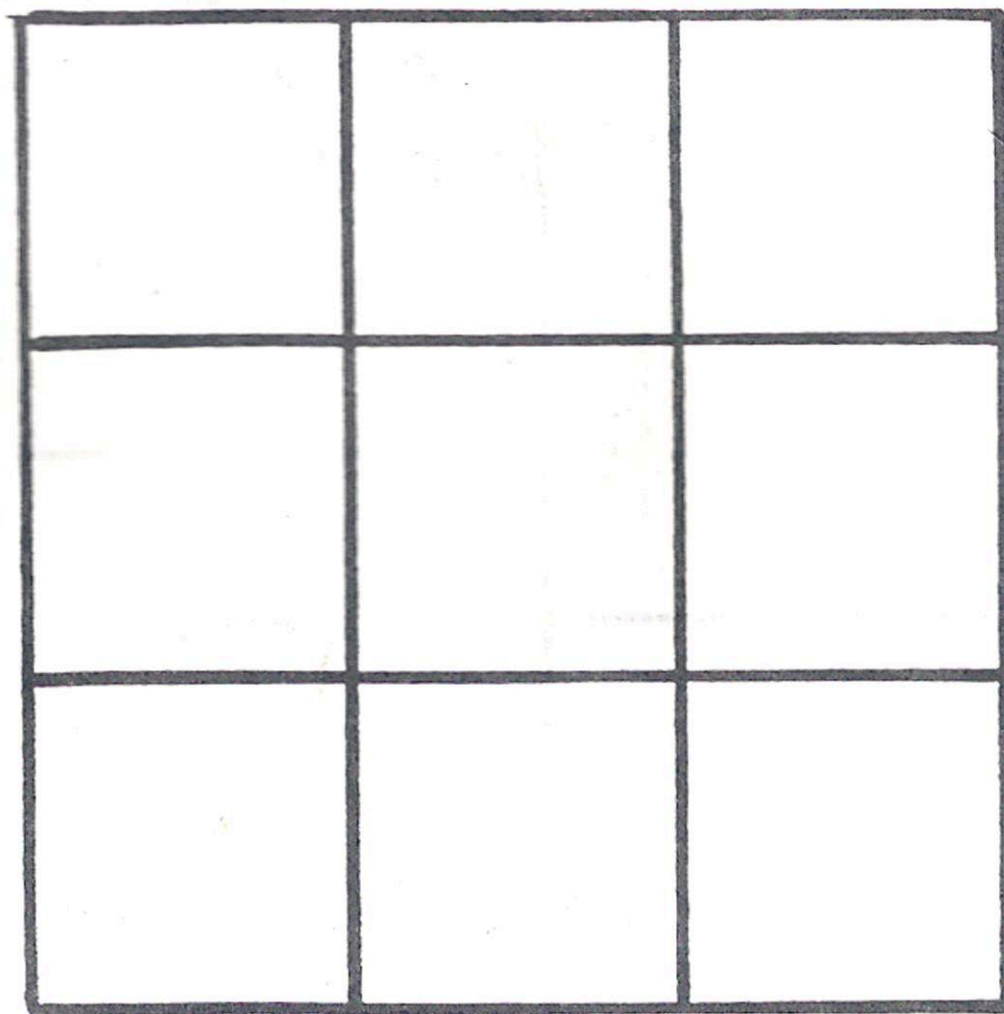
TWOS ACROSS

Opposing counters are placed as shown. Players take turns to move. A counter may be moved forward, backward or sideways, but not diagonally.

First player to move both of his counters across and off the board, wins.



Investigate winning strategies. Investigate the games of
 Threes Across [Four Field Kono Board] and Fours Across [Five Field Board]
 4x4 grid 5x5 grid



NINES

Players take turns, playing one, two, or three counters into a row or column on the board [not a diagonal].

The last person able to play, wins.

Investigate a game where only diagonal placings are allowed.

Investigate the game of removing counters from a full board.

Investigate the game of SIXTEENS [4x4 board] and

TWENTY-FIVES [5x5 board]

Investigate winning strategies for all of these games.

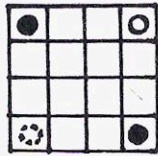
Arrest!

The player with two black counters tries to trap the white counter.

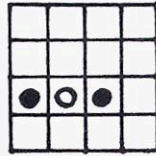
Moves may be one space in any direction [orthogonal or diagonal].

The white counter is 'arrested' if the black counters are beside it on opposite sides. White has first move.

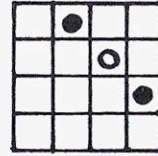
Version 2: Each player has two counters, and tries to trap first one, then the other, opposing counter.



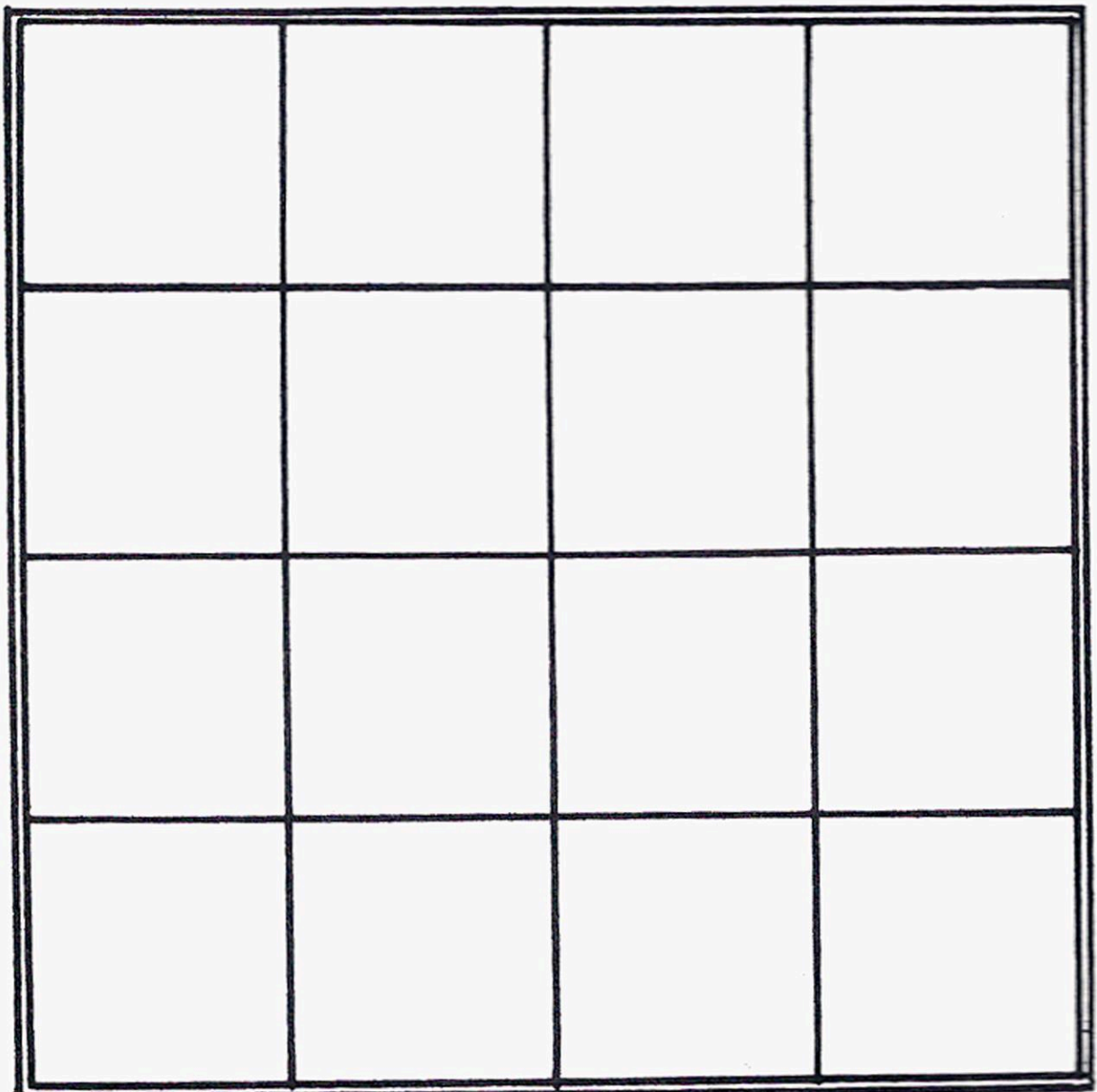
starting position



White trapped

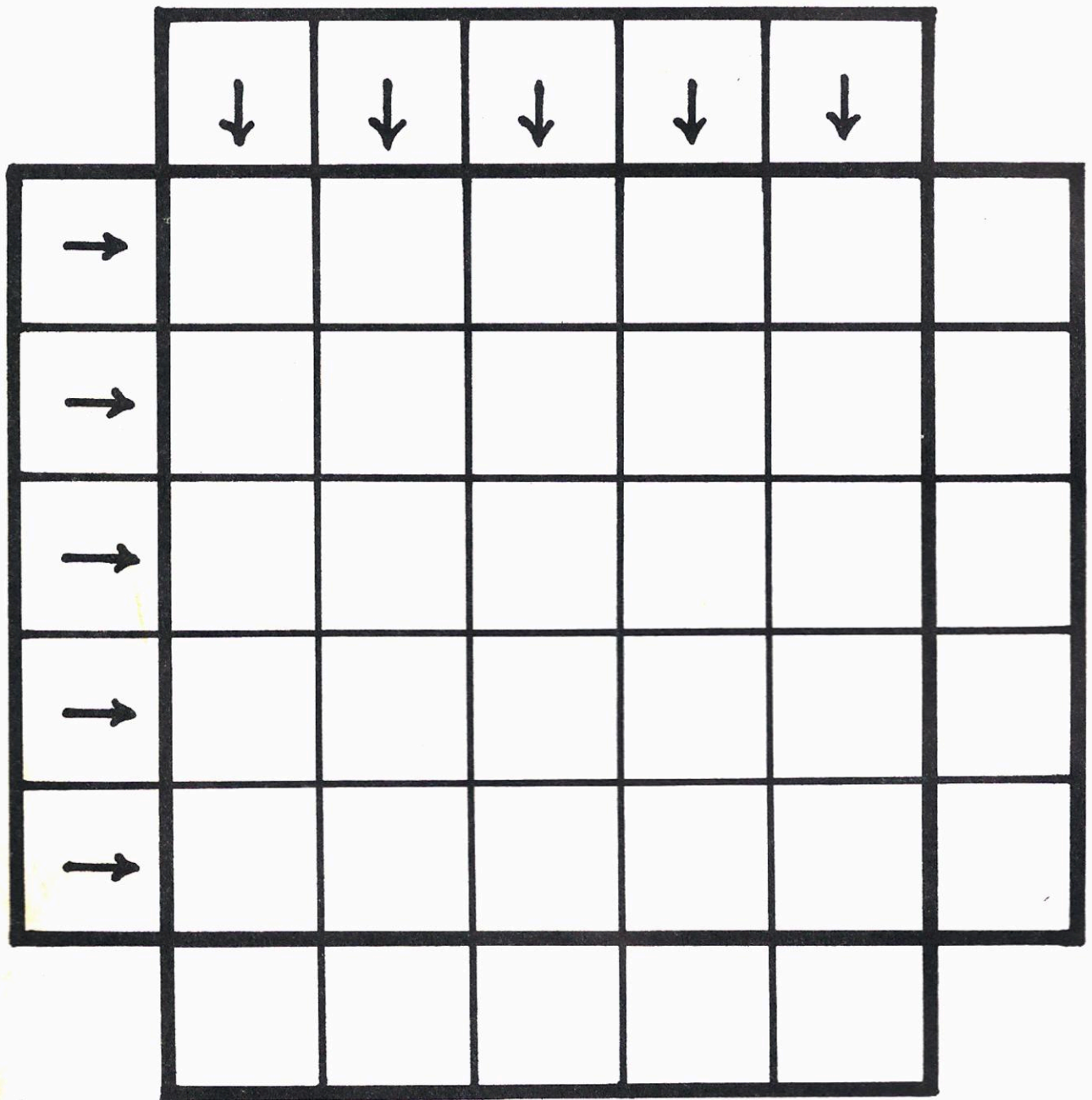


White trapped



LAST ACROSS

Each player has five counters of his own colour, placed on the arrows. Moves are alternate, and there are no captures. While one player moves his counters across the board, the other moves his down the board. Last across loses. Version 1 : Forward moves only.

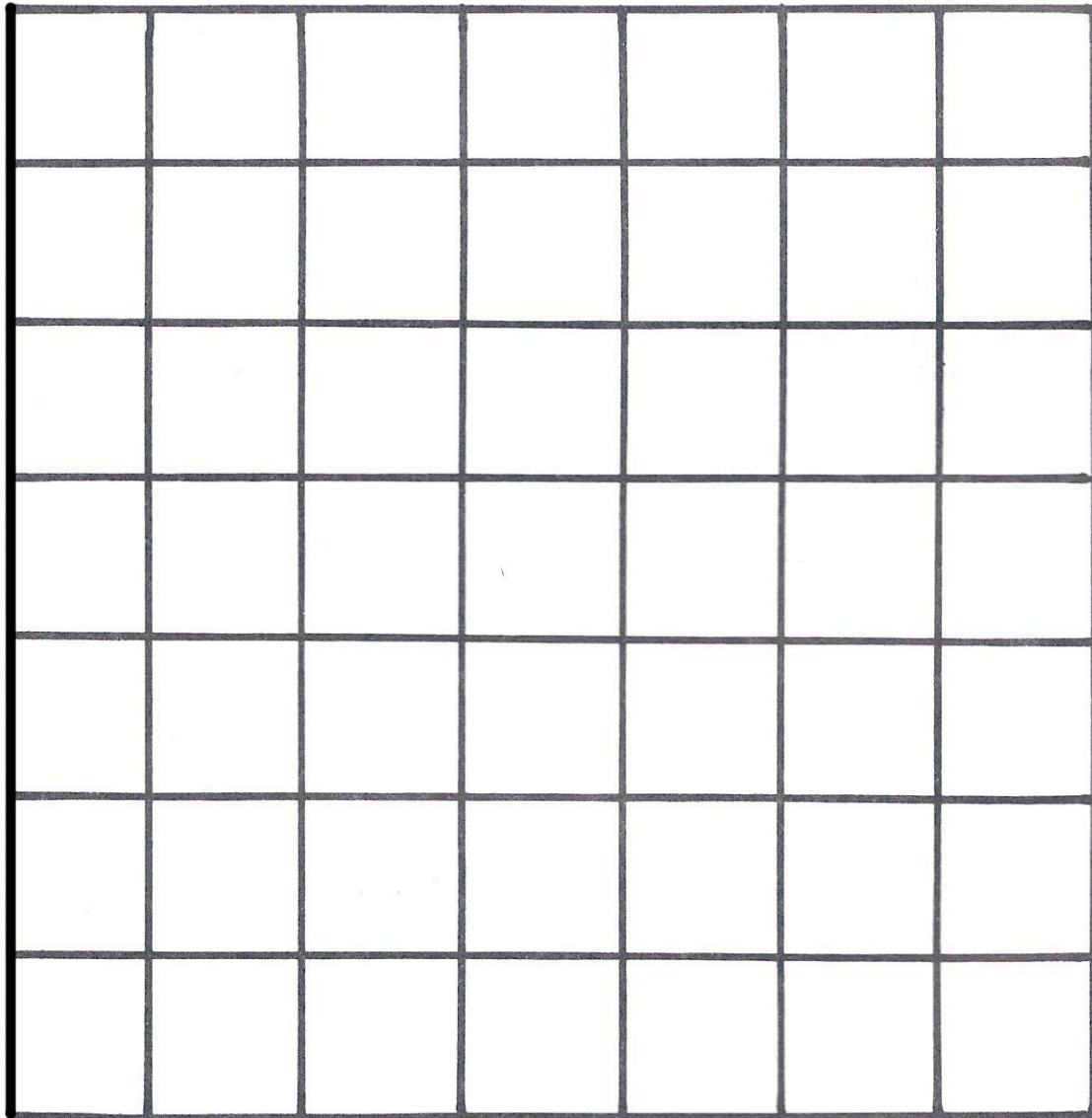
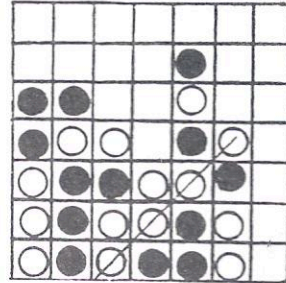


Version 2 : Forward and sideways moves are permitted.

Version 3 : It is also fun to allow jumping over single counters, although no captures are made.

BOTTOMS UP!

Each player in turn places a counter of his or her own colour on to the lowest available space in any column. The first player to achieve an unbroken line of four [orthogonally or diagonally], wins. In Version 2 a player may use his move to remove one of his counters from the bottom row, and all the remaining counters in the column concerned move down one place.

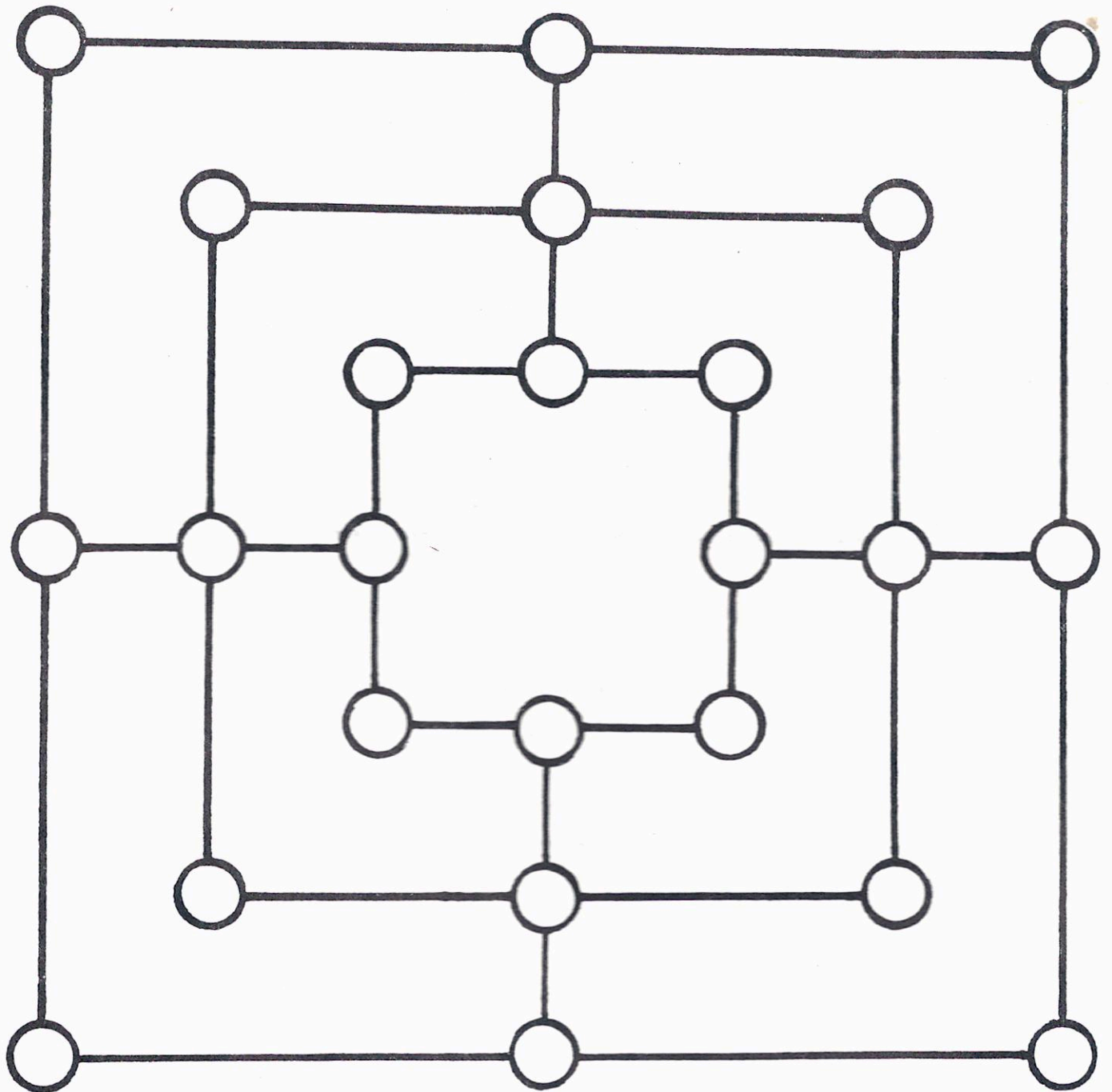


NINE MEN'S MORRIS

Each player has nine counters of his own colour.

Turns are taken to place a counter. When all counters are placed, a turn consists of moving a counter to an adjacent vacant point, trying to make a 'mill' [Three counters in a line].

On making a mill, a player removes one of his opponent's counters. When a player is reduced to two counters, or cannot move, he loses.



SHUNT A puzzle for one

Arrange counters as shown.
Change over the black and white
counters by moving them along
the track and by using the
siding. Record your moves, and
try to take as few as possible.
Only one counter may occupy each
square.

