

# Tic Tac Toe

## Overview:

Tic-Tac-Toe is a two-player game played on a 3x3 grid. One player uses X's and the other uses O's.

The objective is to be the first player to place three of their markers in a row, column, or diagonal.

## Gameplay:

Players take turns placing their markers (X or O) on an empty square of the grid.

A player can place their marker in any empty square during his turn.

The game continues until one player gets three of his markers in a row, column, or diagonal, or the grid is filled with no winner (a draw).

## Winning the Game:

A player wins by aligning three of his markers in a row, column, or diagonal.

If the grid fills up without a player achieving this, the game is a draw.

# Three Men's Morris

## Overview:

Three Men's Morris is a strategy game for two players, typically played on a board with three vertical lines and three horizontal lines, forming a cross-shaped grid with 8 intersection points.

The goal is to get three of your pieces in a line, either horizontally, vertically, or diagonally.

## Setup:

Each player starts with three pieces, which are placed on empty points on the grid.

## Gameplay:

### Initial Phase (Placing pieces):

Players take turns placing their pieces on any unoccupied point on the grid. This phase continues until all pieces are placed.

### Movement Phase:

Once all pieces are placed, players take turns moving their pieces to an adjacent point. A piece can only move to an empty, adjacent point that is connected by a line.

### Winning the Game:

As soon as one of the players gets three men in a row, he wins.

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## Setup:

Use a chessboard with five white and five black pieces.

A coin or marker is needed to designate a special square on the board.

The outer 28 squares form "the border," and the inner 36 squares form "the field."

## Movement:

Pieces move like chess queens (any number of squares in a straight line, orthogonally or diagonally).

The marked square, along with the eight surrounding it, forms the "rendezvous." This is the goal for both players to get their pieces into.

## Marking the Rendezvous:

The marker can be placed on any square in the field.

Players alternate placing their pieces on the border.

The player who places the marker ensures none of their pieces start in the rendezvous.

## Rules for Turns:

Players alternate moving pieces.

On the first turn, a player may not move more than two squares.

In subsequent turns, a player may not move more squares than the number of their pieces still in play.

Players may split their movement across multiple pieces in one turn.

## Winning a Rendezvous:

A player "wins" a rendezvous by getting all their pieces into it before his opponent.

The winner removes one of his opponent's pieces that is not in the rendezvous and places it to the side. It has been removed from play for the rest of the game.

After a rendezvous has been won, all players, following the movement rules, move their pieces back to the border in as few moves as possible. If one player has not brought all his pieces to the boarder, he takes extra turns 'til all of his pieces are back to the boarder.

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After resolving a rendezvous, the game continues by marking a new rendezvous and repeating the process.

The player who removes all of his opponent's pieces wins the game.