

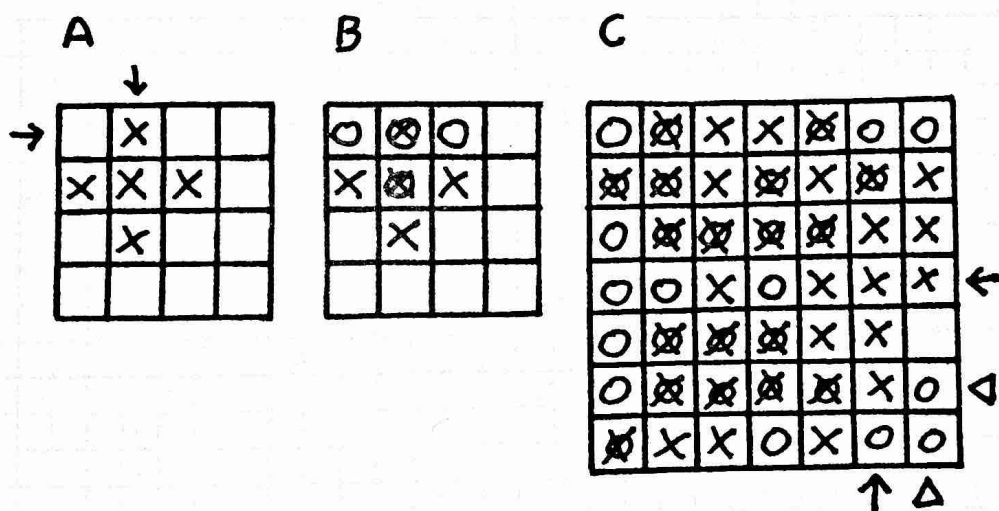
77. TOUCH

You play on a grid of 7 by 7 squared paper, taking turns one after the other. To start off with, you have to imagine that the playing area is an electronic keyboard. Every time you 'touch' a box, it becomes your property along with all the neighbouring boxes which share a complete side with it. That means, for example, that in the middle of the field, at the beginning of the game, if you touch one box another four would become yours at the same time. The player puts his mark in each one.

When the next player moves, it can of course happen that his touch overlaps boxes belonging to his opponent. These are then destroyed. You are also allowed to 'touch' on boxes that are already occupied. The enemy ones are then destroyed.

However, you are not allowed to exactly replicate your opponent's previous move and wipe out all his gains. When all the boxes are full the game stops immediately but until that time you can keep destroying your opponent's boxes.

The winner is the one with the most marks.



- X began in the middle, then O opts for the box on the top line that already has an X in it. (shown by the arrows)
- Result
- There is still one box free. If O takes it, he wins that square and destroys two enemies at the same time, so his profit would be +3. If however he puts his mark where the arrows cross, he destroys five enemies. His profit then is +5. Thereupon X puts his mark where the triangles cross and wins one mark for himself (on the empty spot) and destroys two enemies. This is more profitable than simply opting for the empty box.

Result: O: 11 X:13