

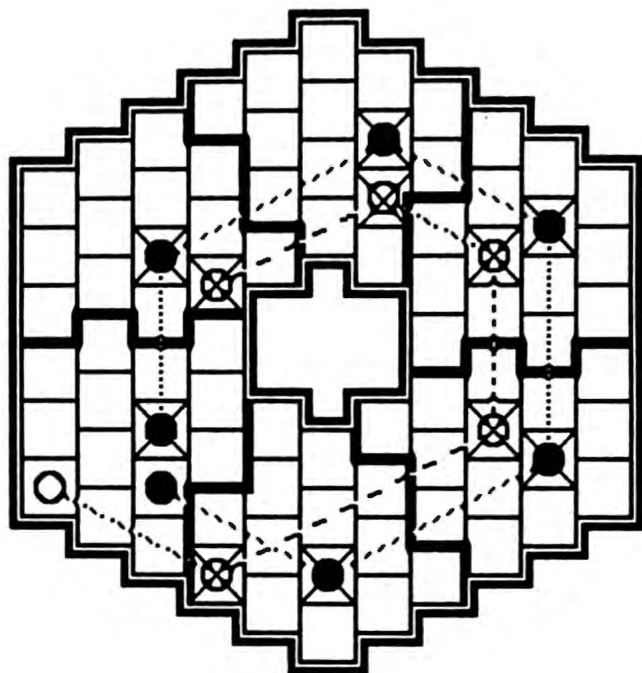
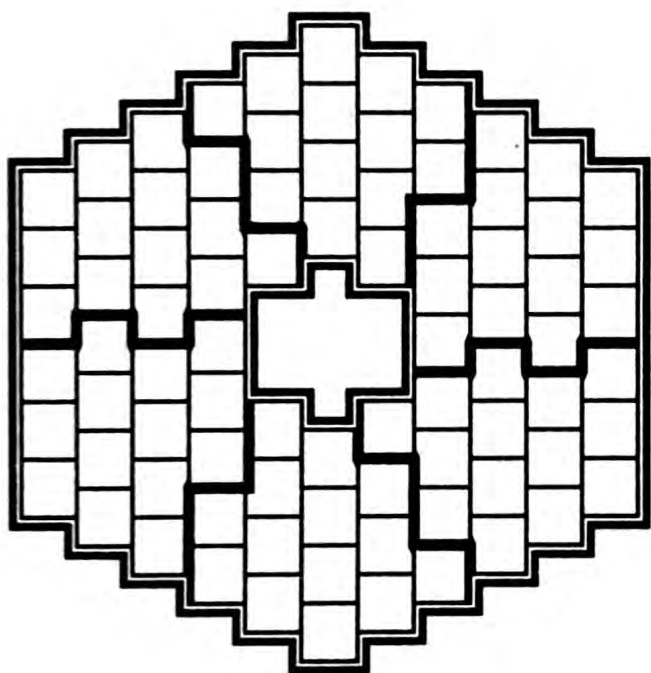
Horsey

The original name of this game was Blockades. It used a board of hexagons that was more difficult to draw than this one.

Players: Two

Supplies: Paper and pencil

Rules: Draw a playing board like the one shown on the left. One player uses black circles, and the other one uses white circles.



Taking turns, they mark their symbols on blank squares of the board. On the first turn, a player can place his symbol anywhere, but in future turns he has to place his symbol on a square on the same line as the last symbol placed by the other player, changing the direction clockwise by 60 degrees.

For example, in the playing board layout on the right, Black has started the game, and White is going to move. Every time they have moved, the players used an X to cross out the circle from the previous turn. This helps the players remember which circle is the last one.

To simplify things, the players can decide that one person will use numbers and his opponent will use letters.

The black rows divide the board into six segments, like the slices of a pie. These become important when counting the score. A player receives one point every time his opponent ends his turn in the same segment in which he started. When a player passes over one or more squares occupied by his opponent's circles, his opponent gets one point.

The first one to reach ten points, or the player whose opponent cannot move, wins.