

ng Learning

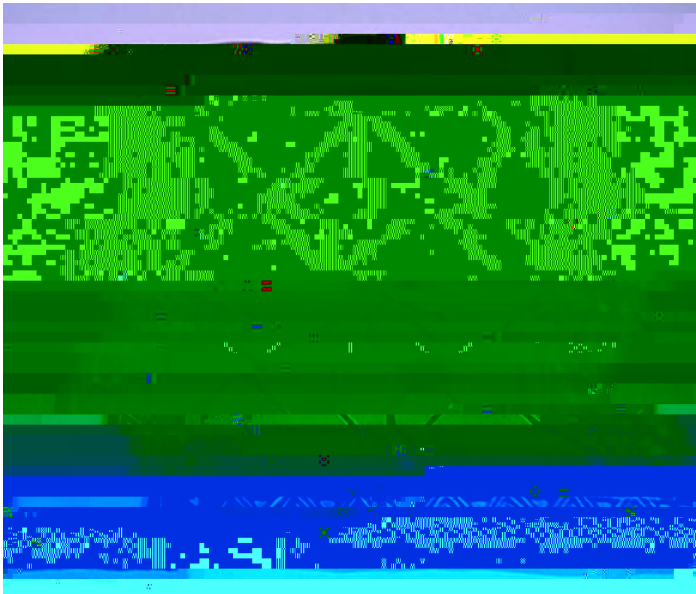
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continuing education



Grade 7



Picaria is a game from the Zuni of the Pueblo Nation. It is a two-player strategy game. It is closely related to tic-tac-toe which makes it an alignment game.

The main version of Picaria uses 9 intersection points while the second version uses 13 intersection points. We are using the main version of the game board.

Goal

With your game pieces create three in a row either horizontally, vertically, or diagonally.

Equipment

Use a 3 X 3 board: 3 horizontal lines, 3 vertical lines, 2 diagonal lines connecting the opposite corners, 4 diagonal lines connecting the midpoints.

6 game pieces: 3 of one colour and 3 of another colour.

Rules

Decide what colour you are going to be and who will be going first. The game board will be empty until the first player takes their turn.

Drop Phase: Players alternate placing their game pieces on the board. You may place a game piece on any vacant point (the circles) on the board EXCEPT for the intersection point/circle in the very centre. You cannot move your pieces until you have dropped all 3 onto the board.

Move Phase: After all 3 of your pieces have been placed on the board you can move, one piece per turn, one space at a time following the pattern on the board (including the centre intersection point). You cannot jump over a game piece and you cannot be on the same space as a game piece.

The player who creates 3 in a row, either in the drop phase or move phase, wins the game.

At the beginning of the game you may decide what happens when one player cannot make a move. You may choose to call the game a draw OR you may say that the player loses the game.

