

TEEKO

Teeko is a game of strategy for two players. It was invented by John Scarne in 1945. It is related to games like Noughts and Crosses and Connect 4 and also has some things in common with draughts and chess.

What you need

Teeko is played on a 5x5 board . You can draw a grid yourself or use part of a chessboard (the a-e files and the 1st to 5th ranks – make sure you don't move out of this area!). Each player has four pieces of the same colour – for example Black and White or Black and Red. You could use counters or Pawns from your chess set.

The aim of the game

You win a game of Teeko by placing your four pieces in a line (vertical, horizontal or diagonal) or in a 2x2 square.

Rules

First of all the players take it in turns to place one of their pieces anywhere on the board. Black (or the darker colour) starts. If no one has won by the time all pieces have been placed on the board the game continues by each player in turn moving one of his or her pieces.

The pieces can move one square in any direction (vertically, horizontally or diagonally) just like the king in chess.

This continues until one player has four pieces in a line or a square, or the players agree on a draw.

