

Notes Concerning *Tapatan*

Level: Intermediate/advanced

Recommended # of players: 2

Materials: *Tapatan* game board, 6 markers (3 each of 2 colors)

Relationships: spatial reasoning

Notes:

This game is at the same time both simple and complex. Beginners may find it challenging to keep track of all of the potential rows of 3 that can be made (young children often fail to notice the diagonal), and may not notice when the other player is about to make a row of 3. Once they learn how to block, they may focus on blocking, and fail to notice a row of 3 that they could have made (children also do this in *Tic-Tac-Toe*). As they become better able to coordinate these 2 goals (getting 3 in a row and blocking the other player from doing so), they may begin to notice how they can trap a player and force certain moves. This requires that they think 2 or more moves ahead, and so helps children in developing the ability to plan.

If children like this game, they may also enjoy the *Spider Game*. When children have mastered this game and the *Spider Game* and no longer find them challenging, they can move on to *Nine Men's Morris* (found on our website), a similar game played with 18 markers (9 each) and a much larger board.

Tapatan

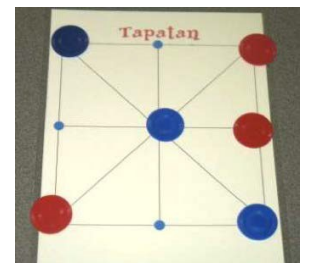
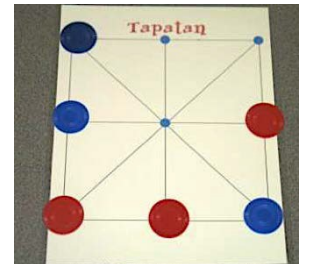
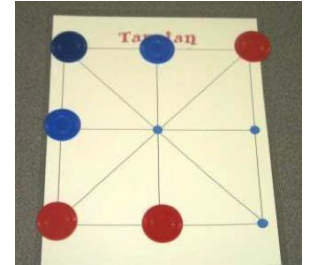
(2 players)

Materials: 6 markers (3 each of 2 colors)

Objectives: To be the first player to get 3 markers in a row.

To Play:

1. Players each take 3 markers of the same color.
2. Players decide who goes first.
3. Players take turn placing one of their markers on an empty circle on the board.
4. Once all 6 markers are placed on the board, players take turns sliding one of their markers along any line to a neighboring circle. Players must move a marker on their turn.
5. Markers cannot pass a circle on the way to another circle. Markers cannot jump over another marker, and 2 markers cannot be on the same circle.
6. Players continue taking turns until one player gets three markers in a straight line. This player is the winner.



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