

"Scarne On Teeko"

By JOHN SCARNE

This is the first book to appear on this great new game, comprising over 200 pages including 105 illustrations. It is a must for all grades of Teeko lovers.

Besides an extensive game section that shows the lines of play of today's best Teeko players, it includes countless traps, starting and middle game themes that every Teeko-ist must know.

Many safe drop plays, for each style of opening, 50 selected problems and their solutions. Latest revised rules for match and tourney play, and the author's comparison of Teeko versus Checkers and Chess, plus many other interesting features of vital importance to all grades of Teeko players.

If your dealer is sold out and you desire to receive a copy of "Scarne On Teeko", postage prepaid, send \$2.00 to

JOHN SCARNE GAMES, INC.

Fairview, Bergen County, New Jersey

PRINTED
IN
U.S.A.

RULES FOR PLAYING

Teeko

Registered U. S. Patent Office

*America's Most
Fascinating Game*

created by

JOHN SCARNE

**WORLD'S FOREMOST
GAME AUTHORITY**

JOHN SCARNE GAMES, Inc.
Fairview, Bergen County, N. J., U. S. A.

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TEEKO

(Registered U. S. Patent Office)

Teeko has been acclaimed by most game experts as the first skill game invented in 6,000 years, that equals, if not surpasses, checkers or chess in strategy. This game is without a doubt much more thrilling and fascinating than either checkers or chess.

Teeko was created by John Scarne, world's foremost game authority and author of the standard reference book on card games—"Scarne on Cards", and the standard reference book on dice—"Scarne on Dice".

Scarne's revised rules of play in card and dice games have made the phrase "According to Hoyle" obsolete. Millions of players now say: "According to Scarne".

Featured articles naming John Scarne as the world's foremost game authority have appeared in all the major magazines: Life, Saturday Evening Post, Newsweek, Look, Time, The New Yorker, Esquire, Parade, American Weekly, Cue and many others.

During World War II John Scarne was Game Consultant to the United States Armed Forces. Recently John Scarne acted in the same capacity for the United States Navy in the making of the Navy motion picture, "So You Think It's Luck".

A NOTE ABOUT TEEKO

Teeko is a highly scientific game which affords the highest type of mental recreation. The enjoyment derived while playing Teeko also constitutes a mental training of the greatest value. It helps develop many faculties used in every day life such as **observation, concentration, foresight, caution and judgment.**

Teeko is fast becoming America's most popular game not alone as the pastime for maturity, but as an educational diversion for children. **Countless recreation and playground centers** throughout the country, have installed Teeko as a regular recreational activity. Many get-togethers have formed their own **Teeko clubs** and are regularly holding Teeko sessions.

Teeko is a game for everyone young and old. It has the advantage of simplicity. **A child can learn to play it in a few minutes,** yet it is impossible to master, due to the fact that **there are 1,081,575 different playing positions on the Teeko board.**

There are 44 winning positions in Teeko, and rarely does a game start with the same setup. Due to these conditions Teeko can never become a game of mechanical skill or memory. **Teeko will undoubtedly go down in history as one of the great games of all time.**

STANDARD RULES FOR PLAYING TEEKO

Requirements:

1. Two players.
2. A Teeko game board.
3. Eight Teeko pieces of which four are colored black and four are colored red.

Object of the Game

Each player tries to win the game by arranging his four Teeko pieces on the Teeko game board in such a manner as to form one of the 44 winning positions. The winning positions are as follows: **10 vertical positions, 10 horizontal positions, 8 diagonal positions, and 16 square positions.** The following is a description of the winning positions:

1. **A Vertical Position,** four Teeko pieces of the same color arranged in a row running up and down.
2. **A Horizontal Position,** four Teeko pieces of the same color arranged in a row running from left to right.
3. **A Diagonal Position,** four Teeko pieces of the same color arranged in a row running diagonally right to left or diagonally left to right.

4. **A Square Position**, four Teeko pieces of the same color arranged in such a manner as to form a square.

Illustrative Winning Positions

I deem it advisable to again stress the fact, that there are forty-four winning positions in Teeko. These forty-four winning positions are comprised of four distinct groups, and are as follows:

1. Ten Vertical Winning Positions.
2. Ten Horizontal Winning Positions.
3. Eight Diagonal Winning Positions.
4. Sixteen Square Winning Positions.

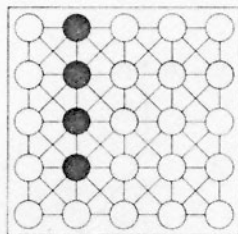
To aid the reader to more readily understand the structure or formation of these winning positions on the Teeko game board, one winning position from each of the four groups will be illustrated.

The four black circles of each illustration will represent four Teeko pieces of the same color that are in a winning position. The four shaded circles shown in each illustration represent the four opposite colored Teeko pieces.

See page 7 for

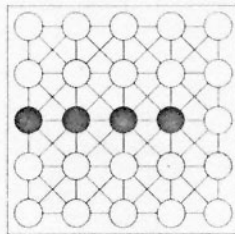
ILLUSTRATIVE WINNING POSITIONS

A Vertical Position



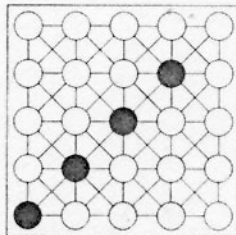
Teeko has 10 of the above winning positions.

A Horizontal Position



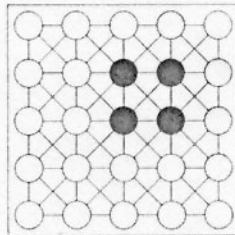
Teeko has 10 of the above winning positions.

A Diagonal Position



Teeko has 8 of the above winning positions.

A Square Position



Teeko has 16 of the above winning positions.

Choosing The Teeko Pieces

1. Each player chooses four Teeko pieces of the same color. Color chosen is decided by mutual consent or as follows: either player by mutual consent, takes a **black** and a **red Teeko piece**. Placing both hands behind his back he secretly places one of the Teeko pieces in each hand. Making a closed fist (thereby hiding the Teeko pieces from view) he brings both hands in front of his body. His opponent is requested to touch either closed fist. The fist he touches is opened and the Teeko piece exposed. If it is a red piece, the player who did the guessing must play the red pieces and his opponent plays the blacks. And if he picks the black piece he will play the black and his opponent the red pieces.

2. The first move in a new game is always made by the person holding the **black Teeko pieces**. Thereafter, each player plays alternately, the black pieces then red, black then red.

Placing The Teeko Pieces On The Game Board

The placing of the Teeko pieces on the game board is part of the strategy of the game. Hereafter, in this text, the player making the opening move shall be referred to as "**Black**" and his opponent as "**Red**".

The Playing Of The Game

1. **Black** places his **first** Teeko piece on any one of the 25 circles of the game board.

2. **Red** places his **first** Teeko piece on any one of the 24 remaining unoccupied circles.

3. **Black** places his **second** Teeko piece on any one of the 23 remaining unoccupied circles.

4. **Red** places his **second** Teeko piece on any one of the 22 remaining unoccupied circles.

5. **Black** places his **third** Teeko piece on any one of the 21 remaining unoccupied circles.

6. **Red** places his **third** Teeko piece on any one of the 20 remaining unoccupied circles.

7. **Black** places his **fourth** and last Teeko piece on any one of the 19 remaining unoccupied circles.

8. **Red** places his **fourth** and last Teeko piece on any one of the 18 remaining unoccupied circles.

9. If a player succeeds in placing his fourth and last Teeko piece so that he has formed one of the 44 winning Teeko positions, **he then says "Teeko" and is declared the winner.**

10. If a winning position has not been achieved by either of the two players with

the placing of their four Teeko pieces on the game board, the game continues as described in the section headed: METHOD OF MOVING A TEEKO PIECE, RULE II.

Method of Moving a Teeko Piece, Rule 11

11. **Black**, who moves first, must move one of his four Teeko pieces, **forward, backward, sideward** or **diagonally** from the circle it is on to an **unoccupied adjacent circle**. This is done by moving (sliding) the Teeko piece over one of the red lines connecting the circles. In other words Black follows a red line from one circle to any unoccupied adjacent circle. This method of moving is continued alternately until one player calls "Teeko" indicating that he has arranged his four pieces in one of the 44 winning positions.

Teeko For Three Players

Teeko for three players commonly called "**Three-handed Teeko**". Although three players take part only two are in play against each other simultaneously. The rules of Teeko apply plus the following additional rules.

To determine which two shall play the first game, any player by consent of the others places two black and one red Teeko piece on the table and then covers the pieces with

the Teeko game board. The player reaches under the board and mixes the pieces. The other two players reach under the board and blindly select a Teeko piece. The player who mixed the pieces takes the last remaining piece.

The two players who picked the black Teeko pieces play the first game of Teeko, while the player who picked the red Teeko piece sits out the first game. The **winner** proceeds to play the next game against the **non-player** and so it goes, the **loser** giving way to the **non-player** game by game.

After the first game has been completed and the previous non-player sits down to play his game, he must play the colored Teeko pieces destined for the seat he is occupying.

The player who succeeds in winning four games is declared the winner of the match. Scoring can be kept with pencil and pad or, if desired, kept mentally.

A Word to the Beginner

To demonstrate the moving possibilities of a Teeko piece, the following examples are given. When a Teeko piece is resting on the **center circle of the Teeko game board**, that Teeko piece can be moved to any one of the **eight vacant adjacent circles**, by merely following the lines. If a Teeko piece is resting

on one of the **corner circles** it can only be moved to one of **three vacant adjacent circles**.

Although in the standard game the starting player can put his opponent on the defense with the placing of his Teeko pieces on the game board, it does not mean that the starting player must win the game. The beginner must be aware of the fact that every strategic move made by the starting player at the beginning of the game can be blocked by his opponent.

The strategy involved in the playing of Teeko can be compared to the tactics employed in Army warfare. A player often finds himself on the offense and defense several times before the completion of a game. Therefore, if a player finds himself playing defensively he should not lose heart because one move by either player may permit him to take the offense or better still win the game.

It is of course impossible for any player to memorize every one of the 1,081,575 different positions on the Teeko board. Therefore the player must be mentally alert at all times. The player must have a reason for every play he makes: he must be building toward a play that he is familiar with, or he must be trying to break up his opponent's offensive strategy.

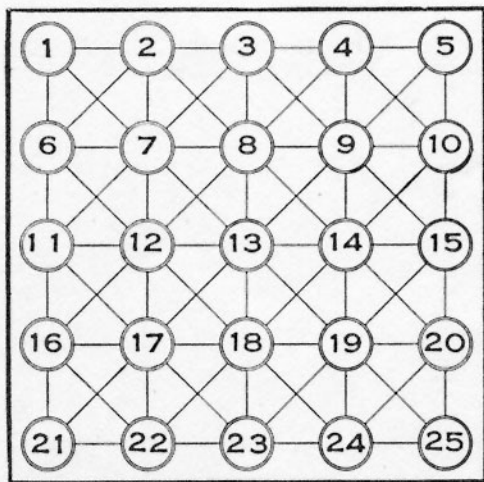
Due to the fact that the playing of Teeko requires deep concentration, many winning plays are often overlooked. Therefore, it is suggested even though a player knows he is in a losing position, there is no reason for him to be certain that his opponent recognizes it; also. **In the face of this fact, one should not point out winning or losing positions on the Teeko board while a game is in progress.** Very often a losing position may be maneuvered into a winning one on the following play and bring victory out of defeat.

How To Improve Your Game

To aid the beginner in improving his game more rapidly and to give him a better understanding of the skillful possibilities of Teeko, **seventeen Teeko winning plays**, and their solutions are given on the following pages. These seventeen winning plays have been selected from **thousands of possible winning plays on the Teeko game board.**

To simplify the description of these winning plays, each of the circles on the Teeko game board have been given numbers. Therefore, when the winning plays are described, the player must visualize these numbers on his own Teeko game board.

See illustration below:



Winning Play No. 1

Place the black Teeko pieces on circles 7, 9, 12, and 14. Place the red Teeko pieces on circles 10, 13, 17, and 19. Black moves first and wins the game in two moves.

Solution: Black moves 14 to 8. Red moves any piece desired. Black moves 12 to 6 and wins the game.

Winning Play No. 2

Place the black Teeko pieces on circles 13, 15, 18, and 21. Place the red Teeko pieces

on circles 7, 8, 14, and 19. Black moves first and wins the game in two moves.

Solution: Black moves 15 to 9. Red moves any piece desired. Black moves 18 to 17 and wins the game.

Winning Play No. 3

Place the black Teeko pieces on circles 7, 8, 13, and 14. Place the red Teeko pieces on circles 6, 9, 18, and 19. Black moves first and wins the game in two moves.

Solution: Black moves 8 to 12. Red moves 6 to 11, Black moves 14 to 8 and wins the game. Had Red moved 9 to 8, Black moves 7 to 11 and wins the game.

Winning Play No. 4

Place the black Teeko pieces on circles 8, 12, 13, and 17. Place the red Teeko pieces on circles 3, 9, 14, and 18. Black moves first and wins the game in two moves.

Solution: Black moves 13 to 7. Red moves a piece to 13, Black moves 8 to 2 and wins the game. Had Red moved 3 to 2, Black moves 17 to 13 and wins the game.

Winning Play No. 5

Place the black Teeko pieces on circles 19, 20, 22, and 23. Place the red Teeko pieces on circles 14, 16, 17, and 18. Black moves first and wins the game in two moves.

Solution: Black moves 20 to 24. Red moves any piece desired. Black moves 19 to 25 and wins the game.

Winning Play No. 6

Place the black Teeko pieces on circles 6, 8, 9, and 16. Place the red Teeko pieces on circles 7, 13, 14, and 19. Black moves first and wins the game in two moves.

Solution: Black moves 6 to 12. Red moves any piece desired. Black moves 9 to 4 and wins the game.

Winning Play No. 7

Place the black Teeko pieces on circles 8, 13, 14, and 18. Place the red Teeko pieces on circles 9, 12, 17, and 24. Black moves first and wins the game in two moves.

Solution: Black moves 14 to 19. Red moves a piece to 23. Black moves 8 to 14 and wins the game. Had Red moved 9 to 14, Black moves 19 to 23 and wins the game.

Winning Play No. 8

Place the black Teeko pieces on circles 11, 12, 21, and 22. Place the red Teeko pieces on circles 14, 17, 23, and 25. Red moves first. Black wins the game in two moves.

Solution: Red moves 17 to 16. Black moves 21 to 17. Red moves any piece desired. Black moves 11 to 7 and wins the game. There is another solution to this play. Try and solve it.

Winning Play No. 9

Place the black Teeko pieces on circles 2, 9, 10, and 13. Place the red Teeko pieces on circles 3, 4, 5, and 7. Black moves first and wins the game in two moves.

Solution: Black moves 13 to 8. Red is compelled to move 7. Black moves 2 to 7 and wins the game.

Winning Play No. 10

Place the black Teeko pieces on circles 3, 8, 9, and 20. Place the red Teeko pieces on circles 12, 13, 16, and 19. Black moves first and wins the game in two moves.

Solution: Black moves 9 to 14. Red moves any piece desired. Black moves 3 to 2 and wins the game.

Winning Play No. 11

Place the black Teeko pieces on circles 6, 11, 13, and 19. Place the red Teeko pieces on circles 8, 12, 15, and 16. Black moves first and wins the game in two moves.

Solution: Black moves 11 to 7. Red moves any piece desired. Black moves 6 to 1 and wins the game.

Winning Play No. 12

Place the black Teeko pieces on circles 8,

9, 13, and 18. Place the red Teeko pieces on 3, 4, 14, and 19. Black moves first and wins the game in three moves.

Solution: Black moves 13 to 7. Red moves 3 to 2. Black moves 18 to 12, Red moves 2 to 6. Black moves 9 to 13 and wins the game. Had Red moved to 13, Black moves 12 to 6 and wins the game.

Winning Play No. 13

Place the black Teeko pieces on circles 8, 13, 18, and 22. Place the red Teeko pieces on circles 7, 12, 17, and 23. Black moves first and wins the game in three moves.

Solution: Black moves 13 to 14. Red moves any piece desired. Black moves 8 to 9. Red moves any piece desired. Black moves 9 to 10 and wins the game.

Winning Play No. 14

Place the black Teeko pieces on circles 13, 15, 17, and 18. Place the red Teeko pieces on circles 6, 7, 8, and 19. Black moves first and wins the game in three moves.

Solution: Black moves 15 to 9. Red moves any piece desired. Black moves 18 to 22. Red moves any piece desired. Black moves 22 to 21 and wins the game.

Winning Play No. 15

Place the black Teeko pieces on circles 9, 11, 12, and 18. Place the red Teeko pieces on circles 17, 19, 20, and 25. Black moves first and wins the game in three moves.

Solution: Black moves 18 to 13. Red moves a piece to 14. Black moves 9 to 8. Red moves any piece desired. Black moves 11 to 7 and wins the game.

Winning Play No. 16

Place the black Teeko pieces on circles 4, 9, 14, and 24. Place the red Teeko pieces on circles 8, 11, 13, and 19. Black moves first and wins the game in three moves.

Solution: Black moves 24 to 20. Red moves one of the following: 8, 11 or 13. Black moves 20 to 15. Red moves any piece desired. Black moves 4 to 10 and wins the game.

Winning Play No. 17

Place the black Teeko pieces on circles 3, 10, 15, and 18. Place the red Teeko pieces on circles 7, 13, 16, and 17. Black moves first and wins the game in four moves.

Solution: Black moves 3 to 9. Red moves 13 to 14. Black moves 18 to 19. Red moves one of the following: 7, 16, or 17. Black moves 19 to 20. Red moves any piece desired. Black moves 9 to 5 and wins the game.

Teeko Alternate Style

The Author has developed eight styles of play, for the dropping of the Teeko pieces on the game board. Each of these styles is equally popular with the millions of Teeko fans throughout the world.

Actually there are only two types of drops that make up these different styles of play in the opening phase of the game.

One is the **Standard** or "go as you please" type of drop. This has been thoroughly explored under the "Standard Game" in the foregoing text. The other, which I have named the **Alternate** or "point drop" so as to distinguish it from the Standard drop, was designed primarily to speed up the game and to give each of the 1,081,575 Teeko positions an equal opportunity of appearing on the game board with the completion of the drop.

These added styles of play enhance the playing interest of Teeko and make it lots more fun to play. The first innovation which will be discussed in detail, makes use of the point and pass rule and therefore is named The Alternate Game. Following is a comparison of the final drop set-ups of both the Standard and Alternate games.

In Standard Teeko, when the last Teeko piece has been dropped on the circles of the game board, the eight Teeko pieces are

usually bunched together towards the center of the board in a real tight position.

In Alternate Teeko, the dropping of a player's Teeko pieces on the circles of the game board is directed by the player's opponent and this procedure usually causes each player's Teeko pieces to be as far removed from one another as possible, usually favoring the four sides of the board. This forms a loose, spread out position in direct opposition to the tight set-up in Standard Teeko and thereby makes for a faster game.

In the following section we will outline the rules applying to **Alternate Teeko**. It is assumed that students will have absorbed a fair knowledge of the Standard game before assaying the study of Alternate Teeko. The alternate style of play is not difficult but a preliminary knowledge of Standard Teeko is obligatory of students desiring to learn **Alternate Teeko**.

Alternate Rules For Playing Teeko

The standard rules of Teeko apply to the alternate game with the following exceptions which govern the placing of the Teeko pieces on the game board in the opening (drop) phase of the game. These rules are as follows:

1. **Black**, whose turn it is to make the opening move to start the game, must turn to his

opponent (Red) and say the word, "Point". This is the first action in starting the game. The expression "Point" signifies that a player (in this instance Black) is asking his opponent (Red) to inform him which of the two rules, the Alternate or the Pass rule shown below, he wishes to put into effect.

2. Red (Black's opponent) now has the authority to determine the manner of Black's first move and it must be one of two actions as described under the following rules 3 and 4.

Alternate Or Point Rule:

3. A player on hearing his opponent say "Point" may touch any unoccupied circle that he desires with his index finger. This action being completed, the player's opponent must abide by this decision and place one of his Teeko pieces on the circle that was indicated, or:

Pass Rule:

4. A player may say the word "Pass". This expression signifies that the player passes his privilege as described in the above alternate or point rule. The player's opponent is now permitted (same as in Standard Teeko) to place one of his Teeko pieces on any unoccupied circle of the game board at his own selection.

5. Black, having completed his first move by placing his first Teeko piece on the game board as directed under the above alternate or pass rule, it now becomes Red's turn to call "Point" and in turn Black's option to determine Red's course of play as described under the alternate rule.

6. The above procedure of play continues alternately until the eight Teeko pieces have been placed on the circles of the game board. Thereafter the remainder of the game continues to be played the same as in Standard Teeko with Black making the first move.

Game Example of the Alternate Style of Play

To help clarify the foregoing rules, the following example of the placing of the Teeko pieces on the game board and its continuing play in an alternate game are given below. The game is played as follows:

1. Black starts the game and says, "Point".
2. Red points to circle 5. Black places his first Teeko piece on circle 5.
3. Red says, "Point".
4. Black points to circle 25. Red places his first Teeko piece on circle 25.
5. Black says, "Point".
6. Red says, "Pass".

7. **Black** of his own selection places his second Teeko piece on circle 13.

8. **Red** says, "Point".

9. **Black** points to circle 1. **Red** places his second Teeko piece on circle 1.

10. **Black** says, "Point".

11. **Red** points to circle 24. **Black** places his third Teeko piece on circle 24.

12. **Red** says, "Point".

13. **Black** says, "Pass".

14. **Red**, of his own choice, places his third Teeko piece on circle 8.

15. **Black** says, "Point".

16. **Red** points to circle 6. **Black** places his fourth and last Teeko piece on circle 6.

17. **Red** says, "Point".

18. **Black** points to circle 21. **Red** places his fourth and last Teeko piece on circle 21.

19. The eight Teeko pieces are now resting on the circles of the game board. The playing of the game now continues as in Standard Teeko with **Black** making the first move.

Combined Alternate and Standard Openings

Following are six additional opening styles of Teeko. These different styles of openings make use of both the Standard drop (the go-as-you-please drop used in the Standard

game) and the Alternate (or point) drop used in the Alternate game. These opening variations strike a fluctuating medium between the tight Standard game and the loose Alternate game.

The "Pass" rule does not apply to any of the following additional openings. There are a few other opening styles that could be developed by combining these two drops but they would be confusing to the student and no positional variety would be gained that is not already attained within the eight different styles of Teeko play developed by the author.

If you wish to brighten your Teeko party and gain the utmost enjoyment for the most number of people try playing a different style of opening with every game. Let the loser of the previous game have the privilege of selecting the style of play that will be in force during the next game.

Switching from one style of opening to another demands much more proficiency of a player because he must be equally familiar with the opening strategy of each of the eight different opening styles.

However, if the student has gained a certain amount of proficiency in Standard and Alternate Teeko, he need not worry unduly over the combined Alternate and Standard openings. Because once playing proficiency

has been attained at both Alternate and Standard Teeko, a player can pit himself against a seasoned player and give a good account of himself no matter what style of opening is being played.

The Standard rules plus the Alternate rules, with the exception of the "Pass" rule, apply to the following six combined Alternate and Standard openings.

One Move Alternate Style

The one move Alternate style of opening commonly called **One Move Alternate** or **Point the First Move** which means that each player's first drop move is made in Alternate or point style and subsequently each player's second, third and fourth drop moves must be made in Standard style.

This style of play favors a tight opening similar to the Standard game, excepting that the Teeko pieces usually become bunched towards the sides of the board.

Two Moves Alternate Style

The two move Alternate style of opening commonly called **Two Move Alternate** or **Point the First Two Moves** which means that each player's first and second drop moves must be made with the Alternate (point) drop style of play and each player's third and fourth drop moves must be made in the Standard (go-as-you-please) style of drop.

Two Move Alternate strikes a happy medium between the tight Standard game and the loose Alternate game.

Three Moves Alternate Style

The three moves Alternate style of opening commonly called **Three Move Alternate** or **Point the First Three Moves** which means that each player's first, second and third drop moves must be made in Alternate or pointed style and the fourth (last) drop move must be made in Standard (regular) style.

This style opening is slightly tighter than the Alternate game.

One Move Standard Style

The one move Standard style of opening commonly called the **One Move Standard** or **Point the Last Three Moves** which means that each player's first move must be made in Standard or regular style of drop and the second, third and fourth drops must be made in Alternate or point style.

This style of game makes for a looser game than the One Move Alternate.

Two Moves Standard Style

The two move Standard style of opening commonly called **Two Move Standard** or **Point the Last Two Moves**. Meaning that each player's first and second drop moves must be made in the Standard (regular) type of drop and each player's third and fourth drop

moves must be made in Alternate (point) type of drop.

This style of opening favors a much looser game than the Two Move Alternate.

Three Moves Standard Style

The three moves Standard style of opening commonly called **Three Move Standard** or **Point the Last Move** which means that the first, second and third drop moves must be made in the Standard (regular) style of drop and the fourth (last) drop move must be made in Alternate (point) style.

This style of opening makes for a slightly looser game than the Standard game.

Additional Rules

1. After all the Teeko pieces have been placed on the game board and a player at his turn of play touches one of his own pieces, he must move that particular piece. Should he have indicated by moving the piece in a particular direction or to a particular circle, the play must be completed in that direction. If he merely touches a Teeko piece without indicating any direction he must move that particular piece although he can move it in any direction he desires providing the direction chosen is playable. Failure to abide by the above rule forfeits the game for the offender.

2. A Teeko piece once moved to an adjacent unoccupied circle cannot be taken back under any circumstance. The move shall be considered completed whether or not the player still holds his hand on the piece. A violation of this rule forfeits the game for the offender.

3. After each player has made 30 moves or more, and one or both players are moving their Teeko pieces in such a manner as to indicate a stalemate, either player may call for a 40 move limit (forty moves each) to be counted from the point at which notice is given. Failure of either player to win the game at the end of the 40 move limit, the game shall be declared a draw—even though the player might have a sure win on the forty-first move or thereafter. Although draws are a rarity in Teeko, players may wish to play a specific number of games in a specified period of time and therefore it is suggested that a time limit can be allocated for the completion of a game. Failure to finish in that specified time makes the game an automatic drawn game. The time limit suggested for each game depends upon the mutual agreement of both players. It may be ten, twenty or thirty minutes.

4. If a player continually moves the same Teeko piece back and forth between the same

two circles, his opponent may call for a **ten move limit** (10 moves each) to be counted from the time at which this notice is given. Failure of the player on whom the limit is called to move the piece to a different circle or to play a different Teeko piece forfeits the game for the offender. The "ten move limit" is not continuous and affects only the player upon whom it is called. In addition, if a player has blocked his opponent's Teeko pieces in a corner circle and continually moves the lone Teeko piece of his own not involved in the block, his opponent may call a "ten move limit" to be counted from the time of the call. Failure to move another Teeko piece before expiration of the ten move limit forfeits the game for the offender.

5. If a player fails to move within 5 minutes, "Time" shall be called, failure to complete the move upon the expiration of a minute loses the game for that player.

6. A match between players of equal standings, wins, losses and draws to count, shall consist of an even number of games, so that each player may have the opening move the same number of times.

7. Once a player calls "Pass" or points to a circle, while playing a Teeko Variation that action is final (rules permitting). Any violation of the above rule forfeits the game for the offender.

Concluding Advice To Beginners

The observance of the Teeko rules makes for a more interesting and enjoyable game. Therefore, follow the rules of the game strictly and compel your opponent to do the same.

Bearing in mind that your opponent has a motive behind every move he makes, always attempt to determine the reason behind his every move. By analyzing the reason for each of your opponent's moves against you, you will often be in a better position to offset his strategy.

The importance of studying the winning plays in this booklet cannot be stressed too highly as an important aid to the beginner's advancement as a player. Play with better players whenever possible as this is the quickest road to improving your skill.

If possible join a Teeko Club or organization which has installed Teeko as one of its recreational activities. If there is no Teeko Club in your town or city, you might possibly be able to organize one in your community. Activities of this type will not only help raise the standard of the player, and popularize Teeko, America's most fascinating game in your locality, but also provide many enjoyable evenings for members of the Teeko Club.