



Free Game # 55 from Invisible City Productions, Inc.

**A game of double-guessing and intuition 2 players.
by Jonathan A. Leistiko**

Object:

To set three adjacent circles to your color, or to get three adjacent circles to match your secret shape sequence. You do this by outguessing what your opponent will play.

You Need:

- Five pennies
- Six black beads
- Six white beads
- A Thinking In Circles board
- A scrap of paper and pencil for each player

Setting Up:

- Place the Thinking In Circles board in the center of the table.
- Write down a sequence of three shapes. The only valid shapes are circle, triangle, square, and pentagon.
- Choose black or white. Your opponent gets the other color and gets to go first.

Play:

On your turn, pick a circle to adjust. Secretly pick a number of beads and put them in your hand. The beads must all be the same color. You must select at least one bead. Your opponent does likewise.

Every white bead counts for one point. Every black bead counts for one negative

point.

Reveal your beads simultaneously and add them up. This will give you a number from -6 to +6, zero inclusive. Move the token in that circle that many steps clockwise (negative numbers move counterclockwise).

Play passes to the left.

Winning:

If tokens in three adjacent circles are resting on shapes that match one of your goals, then you win. Note that the order must match also. If your goal is circle, square, pentagon then tokens resting on circle, pentagon, square don't count. You may read the sequence forward or backward; square, square, circle is the same as circle, square, square.

You also win if tokens in three adjacent circles are resting on spaces that match your color.

Variants:

Lockdown:

You'll need nickels to act as "Blocker tokens. Each player starts play with one Blocker token. If the token lands on a neutral space and it's your turn, you get a Blocker token. Moving no spaces still counts as landing on a space. After your opponent selects a circle to adjust, you can spend a Blocker token to force your opponent to select a different circle.

Spin Cycle:

For a faster game, let each player start with two or three secret goals instead of just one.

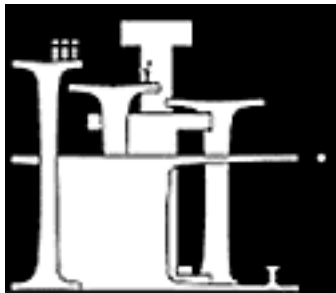
UnCloned:

You can not choose a secret goal that has two identical shapes adjacent to each other.

Origin and Credits:

Thanks to Ben for playtesting this with me many, many months ago (in September of 2002) as we waited out a rainstorm.

Unedited as of August 1st, 2004



Free Games monthly from Invisible City Productions, Inc.
<http://www.invisible-city.com/games/>