

# Teeko

## *A Game of One Million Positions*

“The relative merits of Chess and Checkers,” wrote the magician John Scarne, “have been discussed by the millions of followers of these games over the centuries.” This was news to me—it sounded a bit like debating the vocal merits of Whitney Houston vs. the lead singer from Smash Mouth—but what Scarne wrote next is the true eye-opener. “With the arrival of Teeko,” he says, “this debate has become three-sided.”

With the arrival of *what* now?

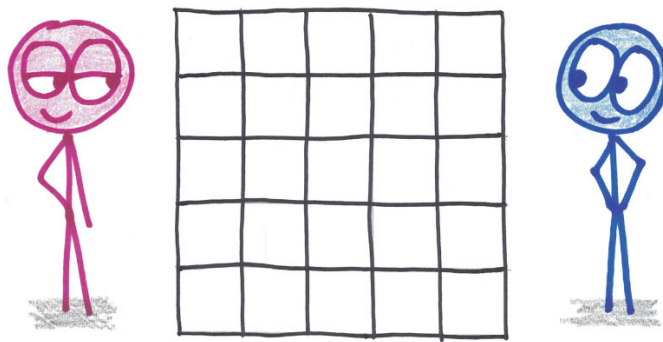
Teeko is a simple board game invented by—guess who?—John Scarne. “Of this I am certain,” he writes: “Teeko will undoubtedly achieve ranking alongside Checkers and Chess as one of the great games of all time.”

Let the record show: John Scarne was a man wholly innocent of understatement.

### How to Play

**How many players?** Two.

**What do you need?** First, a five-by-five grid. You can use part of a chessboard, or just draw the grid on a sheet of paper.



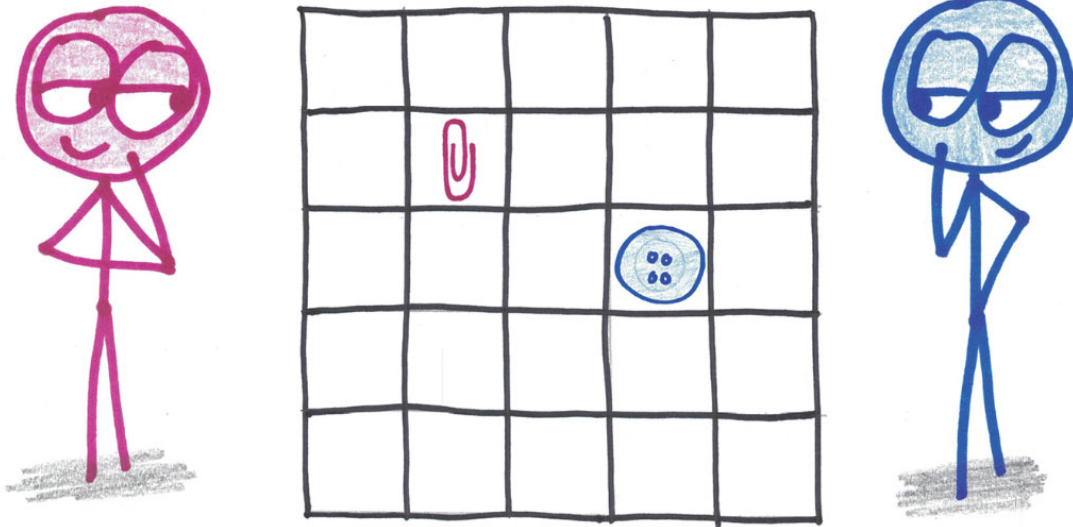
Then, four tokens of one kind, and four tokens of another. Possibilities: black vs. red checkers; black vs. white pawns; pennies vs. nickels; rubies vs. emeralds.



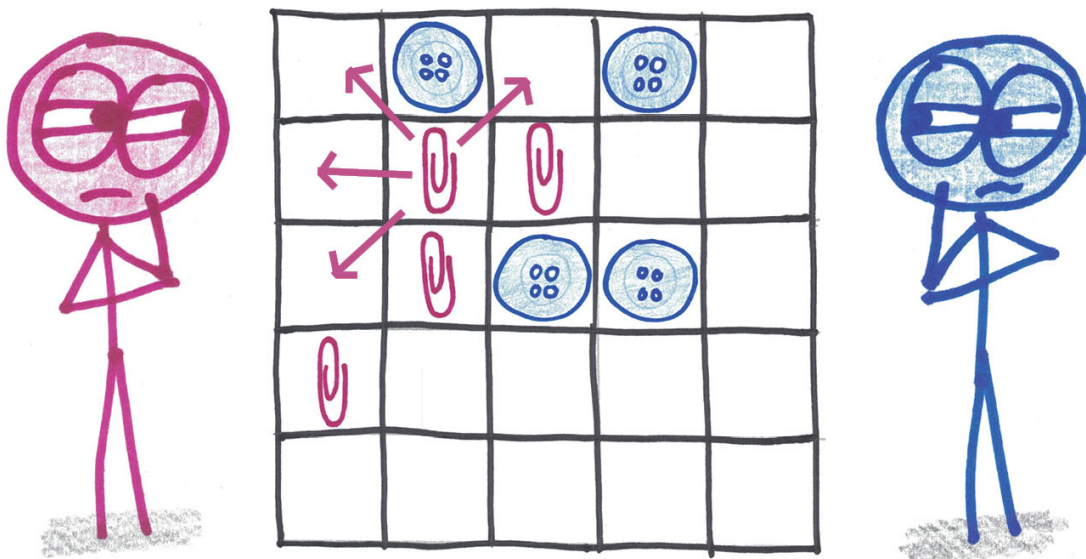
**What's the goal?** Create a four-in-a-row, or alternatively, a square.

**What are the rules?**

1. **Phase #1: Placement.** Take turns placing a token in an empty spot. (Unless someone makes a rookie mistake, this phase won't produce a winner.)



2. **Phase #2: Movement.** Take turns moving any one of your tokens precisely one step in any direction. Note that you can't pass a turn; you must move.



3. The winner is whoever creates either (a) four in a row, or (b) a square. The square can be any size, and may have enemy tokens in the middle.

