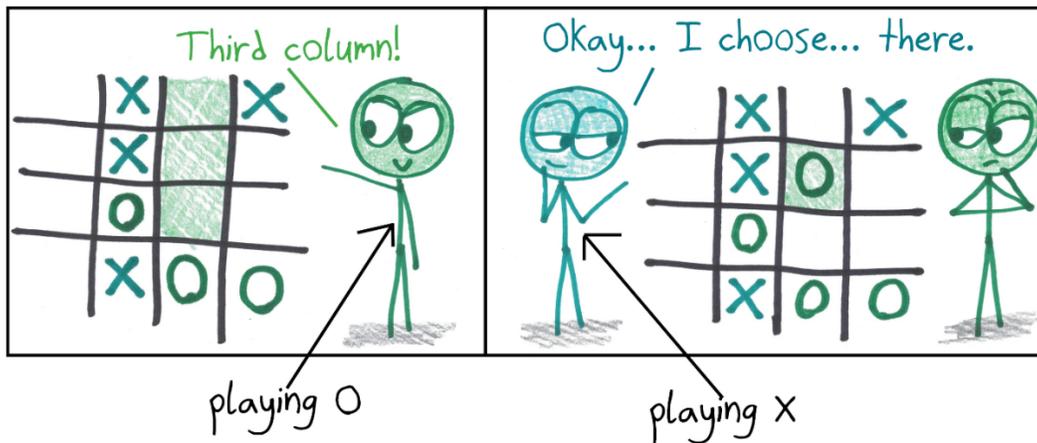


## Row Call

### *A Game of Shared Control*

It's tic-tac-toe with a simple twist: you don't control where your mark goes. At least, not fully. Instead, on each turn, **you pick a row or column**, and your opponent makes the final decision of **where in that row or column to place your symbol**.

Play on a four-by-four grid. **Whoever gets three-in-a-row first is the winner.**



Early in the game, it feels like your opponent wields more control over your moves than you do. But as the moves elapse, the negotiating power shifts. At the extreme, you can pick a row with only one spot remaining, leaving your opponent no choice of where to place your mark.

For a longer game, play on a 5-by-5 grid (aiming to get four in a row) or a 6-by-6 grid (aiming to get five in a row).