

Excluding the centre

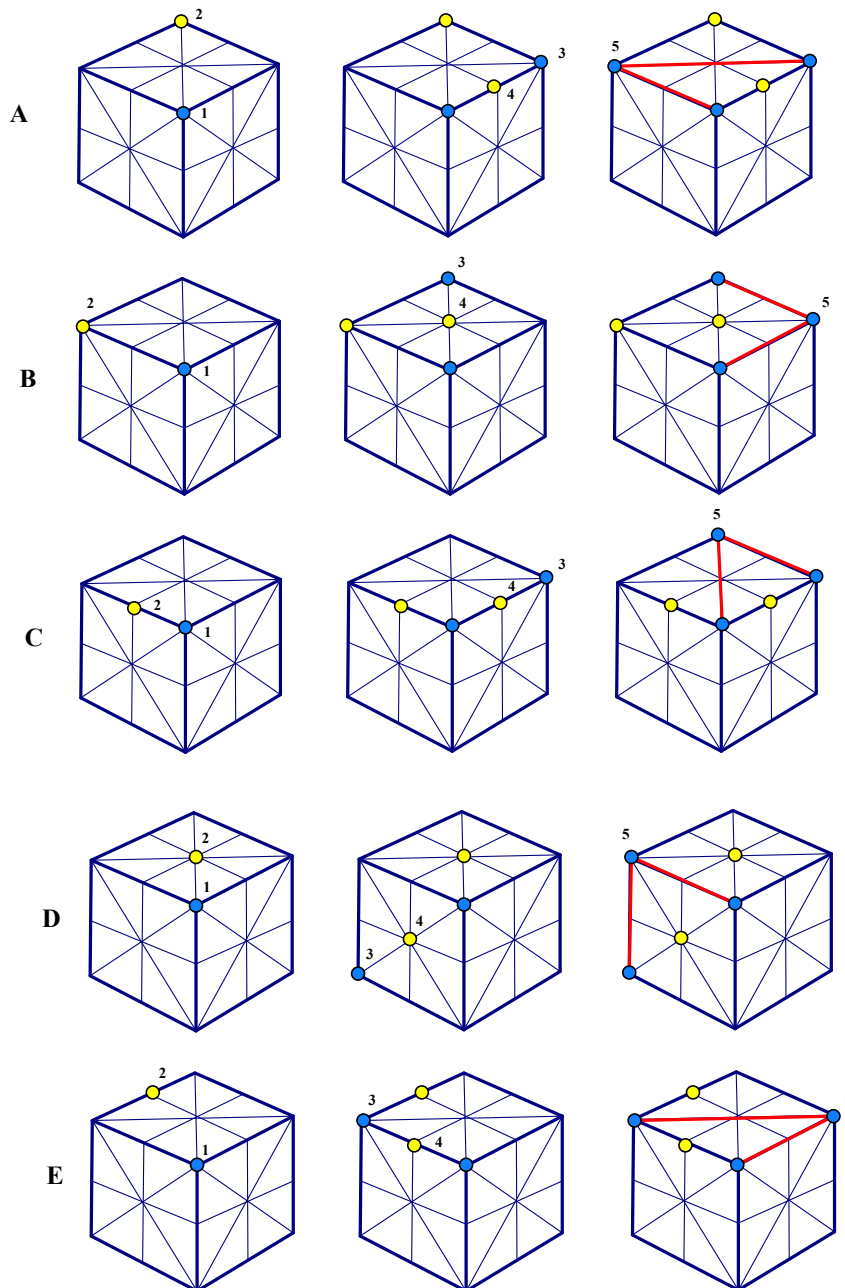
We might try to redress the balance in favour of the second player by excluding the centre site. The effect of this is to reduce by 1 the number of lines going through the remaining site types. The list now reads:

Corner: 6

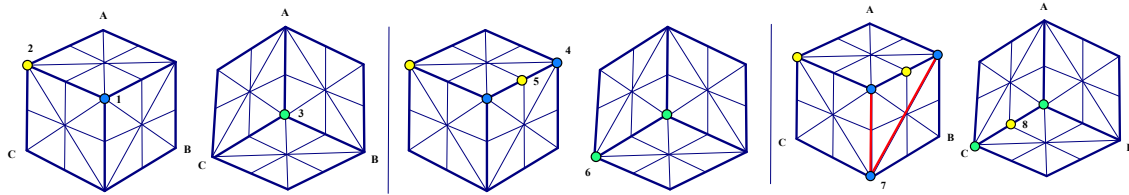
Face centre: 4

Edge centre: 3

But, as the representative games **A** to **E** reveal, if the first player commands a corner site, he can maintain his advantage. The moves are numbered in order. Again we take the game to the point where the first player (Blue) has set up two lines (marked in red).



However, if we introduce a third player (Green), the possibilities multiply. In this game, Blue relies on Yellow to block Green. Had Blue faced Yellow + Green playing as a team, he would have lost.



But we can make the game fairer by adding a fourth player (Red), teaming Blue with Green and Yellow with Red, and have them playing in the order Blue, Yellow, Green, Red. Try this.