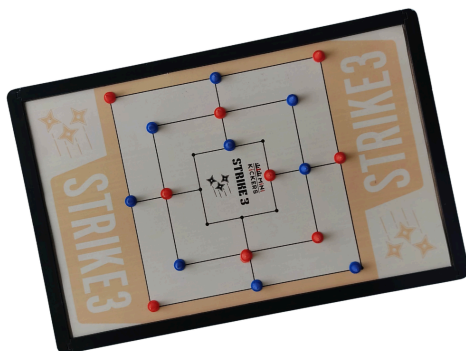




Playing Instructions / How to Play / Rules

1. Objective

The objective of Strike 3 is to reduce your opponent's pieces by creating Strikes.

A Strike is made when 3 of your own pieces are placed on 3 connected points in a straight line.

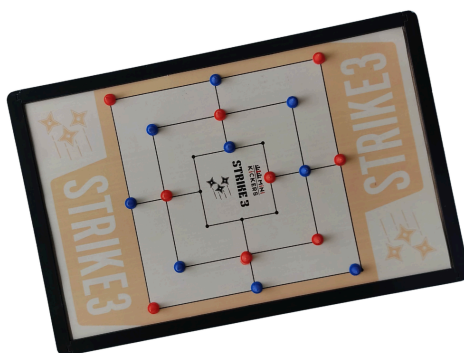
Whenever you make a Strike, you may remove one of your opponent's pieces from the board.

You win the game when your opponent:

- Has fewer than 3 pieces remaining, or
- Has 3 or more pieces but cannot make a legal move.

2. Game Setup

- The game is for 2 players.
- One player uses the Red pieces.
- The other player uses the Blue pieces.
- Each player gets 9 pieces.
- Place the board between both players.
- Pieces can only be placed on the marked points connected by lines.
- The centre area is not a playing position.
- Decide which player goes first.



The game is played in two main phases:

Phase 1 – Placing the Pieces

Phase 2 – Moving the Pieces

3. Phase 1 – Placing the Pieces

The game starts with the placement phase.

Players take turns placing one piece at a time on any empty marked point.

On your turn:

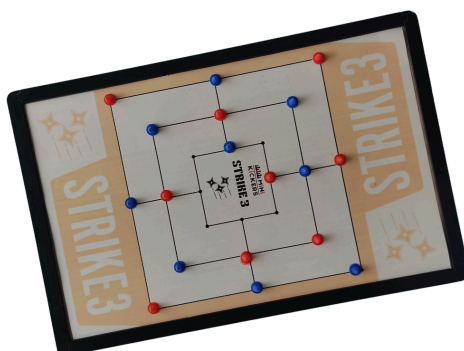
1. Choose any empty point.
2. Place one of your pieces on that point.
3. Check whether you have made a Strike.
4. If you have made a Strike, remove one opponent's piece.
5. Your turn then ends.

Players continue taking turns until all 18 pieces have been placed on the board.

Important

Only one piece can occupy a point at a time.

A piece cannot be placed on a point already occupied by another piece.



4. Making a Strike

A Strike is made when 3 of your own pieces occupy 3 connected points in a straight line.

For example:



This is a Strike 3.

A Strike can be made:

- Horizontally
- Vertically
- Along a diagonal line where the board provides a connecting line

The 3 points must be connected by the lines shown on the board.

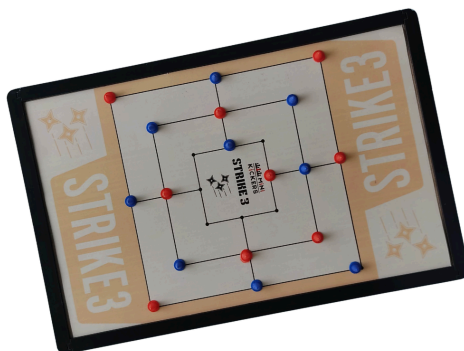
As soon as you make a Strike, you may remove one opponent's piece.

5. Striking an Opponent's Piece

When you make a Strike, you may Strike out one opponent's piece.

To do this:

- Choose one eligible opponent's piece.
- Remove it from the board.
- That piece is out of the game and cannot be placed or moved again.



Protected Pieces

If an opponent's piece is already part of a Strike, it is normally protected.

You cannot remove a piece from an opponent's Strike if the opponent has another piece that is not part of a Strike.

If all of the opponent's pieces are part of Strikes, you may remove any one of their pieces.

6. Multiple Strikes

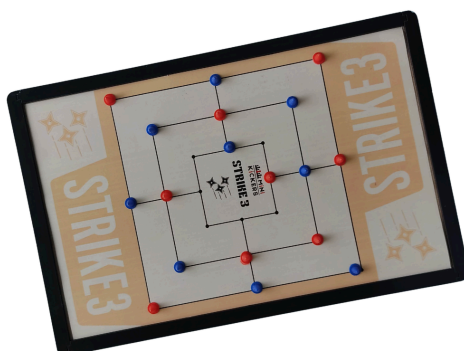
A player can make a Strike more than once during the game.

If a placement or movement creates a new Strike:

- The player may remove one opponent's eligible piece.

A player may also break a previous Strike by moving one of its pieces and later recreate the Strike.

Whenever a new Strike is successfully created, the player may make another strike against an opponent's piece.



7. Phase 2 – Moving the Pieces

After all 18 pieces have been placed, the game enters the movement phase.

Players now move their pieces around the board.

On your turn:

1. Choose one of your pieces.
2. Move it along a line to a connected empty point.
3. A piece may move one step to an adjacent point.
4. You cannot move through another piece.
5. You cannot move onto an occupied point.
6. Check whether the move creates a Strike.
7. If you make a Strike, remove one eligible opponent's piece.

Players continue taking turns until one player wins.

8. Creating and Breaking Strikes

A Strike can change during the movement phase.

For example:

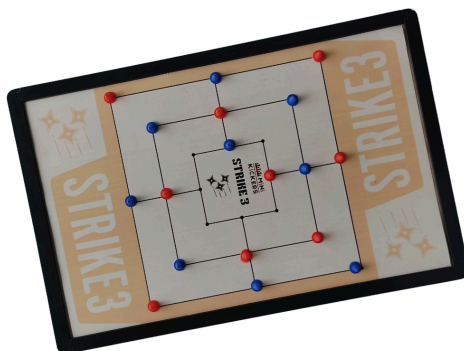


is a Strike.

If one of the red pieces moves away, the Strike is broken:



The player can later move a piece back into position to create the Strike again.



Each time a new Strike is created, the player may remove one eligible opponent's piece.

This allows players to plan attacks and repeatedly create Strikes throughout the game.

9. The 3-Piece Flying Rule

When a player has only 3 pieces remaining, that player gains a special movement ability.

Instead of moving only to an adjacent point, the player may move one of their pieces to any empty marked point on the board.

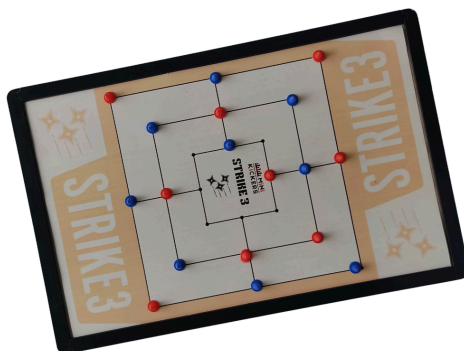
For example:

Current position → Any empty point

The destination must be empty.

This special movement is allowed only when the player has exactly 3 pieces remaining.

The player may still make a Strike after moving.



10. Blocking Your Opponent

Players can use their pieces to block the opponent.

A player should try to:

- Prevent the opponent from completing a Strike.
- Occupy important connecting points.
- Protect their own pieces.
- Create opportunities to make a Strike.
- Force the opponent into positions where they have fewer movement options.

If a player has pieces remaining but none of them can make a legal move, that player loses the game.

11. Winning the Game 🏆

A player wins immediately when their opponent:

Has fewer than 3 pieces

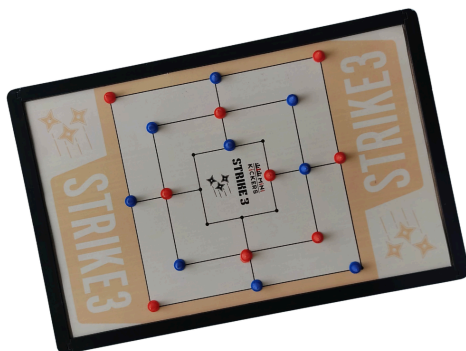
If an opponent is reduced to 2 pieces, they can no longer create a Strike 3.

OR

Has no legal move

If the opponent still has 3 or more pieces but none of their pieces can move to an available connected point, they lose.

The player who causes either condition is the winner.



12. Basic Strategy

Strike 3 is a game of planning, positioning, blocking, and attacking.

You can:

- Make Strikes to remove opponent pieces.
- Block your opponent from making Strikes.
- Protect pieces that are already in a Strike.
- Control important points where several lines meet.
- Create multiple Strike opportunities.
- Break and recreate Strikes during the movement phase.
- Reduce your opponent's pieces while protecting your own.
- Try to restrict your opponent's movement.

The basic flow is:

Place your pieces → Make a Strike → Strike out an opponent's piece → Move your pieces → Make more Strikes → Reduce your opponent to 2 pieces or block their movement → WIN!