

Picaria

A Native American Game

Materials:

- Board (see page 2 for a board)
- Two sets of markers with three in each set. You could use two different colors of stones or two types of dried beans or even checkers

Instructions:

1. Start with an empty board
2. Players should decide which color marker each will use and who will go first
3. Each player takes turns placing one marker on the board until all of the markers have been placed. They cannot place a marker in the very center intersection of the board during this phase of the game.
4. Next, players take turns moving one piece along a line to a different intersection on the board. During this phase of the game, they can move their markers to the center intersection.
5. Players win by getting all three markers in a row, either in a straight line or diagonally.

