



# ROMAN GAMES

Rota is a game for two players.

It's a little bit like Noughts and Crosses, or Tic Tac Toe.

The aim of the game is to get three of your pieces in a row.

Pieces can be anything – buttons, stones, tiddlywinks – as long as you can tell whose is whose.

No-one knows what the Romans called the game, but scholars call it Rota, which means wheel. Archaeologists have found the board drawn, scribbled and scratched into all sorts of places in Roman ruins, so it must have been a very popular game!

## The Rules for the Game of Rota

1. Each turn, players can put one piece on the board in any open spot.
2. After both players' three pieces are on the board, players must move one piece each turn.
3. A piece may move along any line or curving edge of the circle to the next empty spot.
4. A piece may not jump other pieces nor move more than one spot.
5. The first person to get three in a row wins. You can decide amongst yourselves whether you will include the edge of the circle as a line, or only allow the lines that go across the diameter of the circle. Make sure you decide before you start playing!

**You can either use the board attached, or you can make your own.**

**To make your own Rota board:**

1. Draw a large circle using a compass, or draw around a plate.
2. Draw four lines across the circle so that it's divided into eight pieces. The simplest way is to divide the circle in half, then into quarters. Then divide each quarter into two, so that each section is an eighth of the circle. Try to make your spacing as even as possible. You could even use a protractor if you have one, to measure the angles! (Ask your teacher to help)
3. Make a dot every time a line touches another line. These are the positions the pieces can move between.

Happy playing!

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