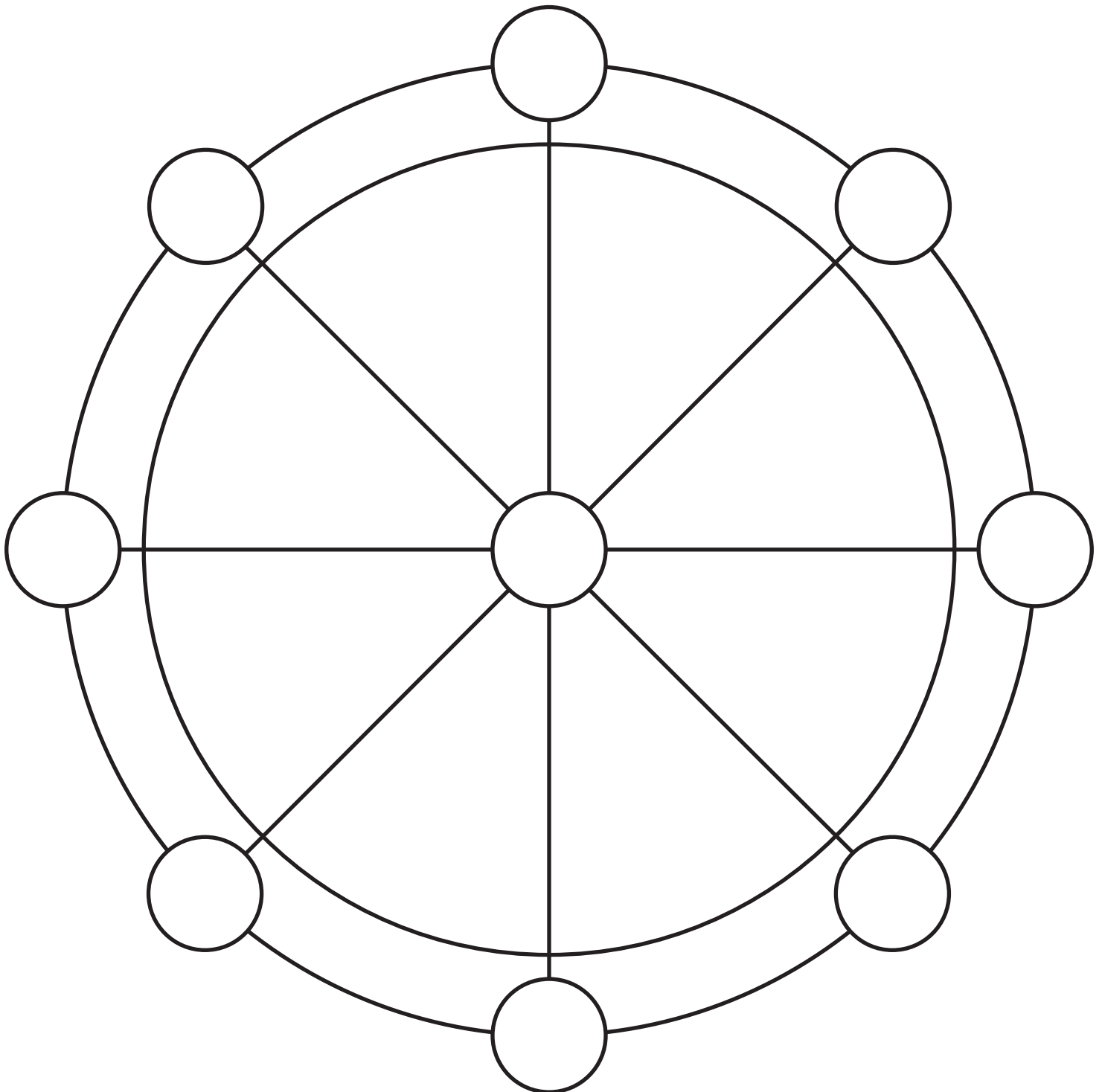


Rota

Rota is an Ancient Roman game that is easy to learn and quick to play. We don't actually know what the Roman name for it was but scholars call it Rota, Latin for "wheel". Rota boards were painted, scratched and scribbled everywhere that Romans went, including on Roman roads and buildings around the Roman Empire! The game was brought to the attention of the world by Elmer Truesdell Merrill in 1916 when he published an article in which he documented the rules we have provided here.

To make your game board and playing pieces:

1. Use this page as your board or draw the below diagram on to the ground outside with chalk.
2. Cut out the playing pieces from the following page or create your own playing pieces. Each player will need 3 playing pieces of the same colour, you could use buttons or painted stones.



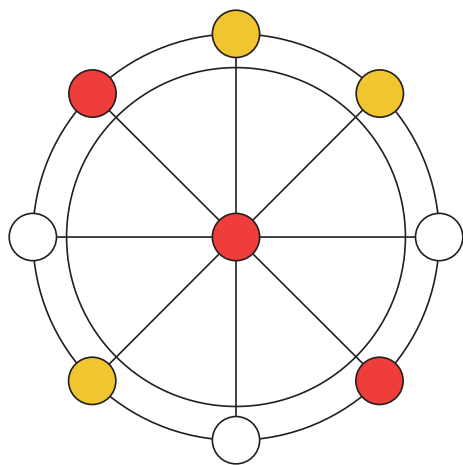
Rota - Instructions

To play:

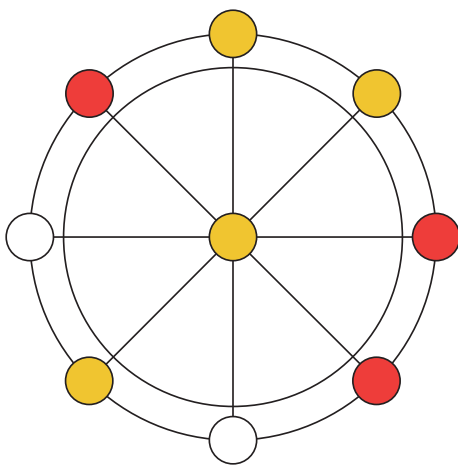
1. The game is for 2 players, each player has 3 playing pieces.
2. All playing pieces start off the board.
3. The board consists of a circle of 8 cells, connected with lines and a 9th cell in the centre.
4. The aim of the game is to form a line of 3 pieces in a row, across the diameter of the circle (one piece in the centre and the other two at opposite sides of the circle).
5. Players decide who is going first; this could be by tossing a coin, who is youngest, any method will do.
6. Players take turns placing their 3 pieces on any of the 9 cells. The centre cell can be used from the beginning of the game.
7. Once all 6 playing pieces are on the board, players take it in turns to move them around the board trying to form a line of 3 pieces in a row.
8. Players cannot jump over opponent's pieces and cannot knock them off the board or off their cell. Pieces can only be moved to empty cells and two pieces cannot be on the same cell.
9. Turns cannot be skipped and the first player to get 3 in a row across the diameter wins.

Winning:

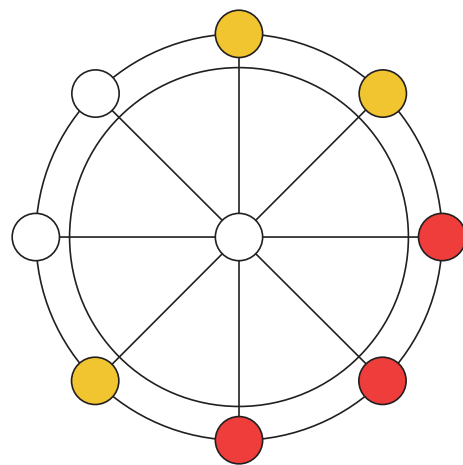
1. Rota is a relatively short game.
2. There can be no tie, there is always a winner. If pieces do not make a row of 3 across the centre then play continues (see below).
3. The players should try to make sure their pieces do not get blocked in. It is a game of strategy.



Red wins.
3 in a row across the centre of the board.



Yellow wins.
3 in a row across the centre of the board.



No winner.
Red has 3 in a row but they do not cross the centre of the circle.

Playing pieces

