

turnabout

The strategy for the game TURNABOUT is almost as endless and intriguing as is the game of chess and, like chess, certain basic principles exist that offer a player superior position and strategic advantages. As players become more astute, the strategy and counter-strategy become more and more subtle. Listed below is strategy for offensive play as well as defensive play.

OFFENSIVE PLAY

1. The cross side of the tile covers two times the space that the curved side does and should always be used if no other strategy specifically requires the use of the curved side. EXAMPLE: It should require 16 curved tiles to connect opposite sides of the board while only 8 cross tiles would accomplish the same.
2. As in chess or checkers, the center most squares afford the greatest mobility. Mobility decreases as edge squares are approached. Corner squares afford absolute minimum mobility. The strongest first play for the offensive player is by placing the cross side of the tile up in any one of the four center squares. This affords opportunity to create a path from right to left or top to bottom.
3. The defensive player will soon learn to use the curved tiles to deflect the pathway toward an undesired side or corner. The offensive player, should always avoid this play and may redirect his pathway by playing the curved side to direct the path back to the intended course; however, do not waste time and space with a fruitless effort to redirect a path that can easily be diverted after a normal sequence of moves. EXAMPLE: See Figure 1 — a fruitless effort to connect the top and bottom of the playing board, (defensive play is notated by shaded tiles). Figure 2 shows more aggressive strategy in that two tiles are positioned creating a two-square link toward connecting the left and right sides of the board. Only very careful defensive action can now frustrate this effort. Notice how obvious attempts to divert the offensive player from connecting to the right side has failed.
4. Avoid offering your opponent the option of deflecting your pathway 180°. When this occurs, that pathway should usually be abandoned and a new course of strategy employed to salvage the situation.
5. With a more astute opponent it becomes necessary to anticipate a blocking move by positioning a tile one or more spaces distant from the developed pathway to counter an obvious defensive move.

DEFENSIVE PLAY

1. Usually the defensive player should play the curved side of the tile up both to slow his opponents progress and to divert his intended path. In deflecting the offensive players path it is most effective to do this in the direction of the closest adjacent side as in Figure 1. Even more effective is to turn his pathway completely around! When an obvious defensive move is not indicated good defensive strategy indicates placing the curved side of the tiles in the up position on the center most squares or creating a circle or "U" pattern that may not be penetrated. See figure 3.
2. It is often possible to divert your opponent from connecting a pathway that is obviously achievable by skipping one or more spaces from his previously played tile, thus interrupting the future continuation of his pathway. See figure 4, defensive play A or B.

FIGURE - 1

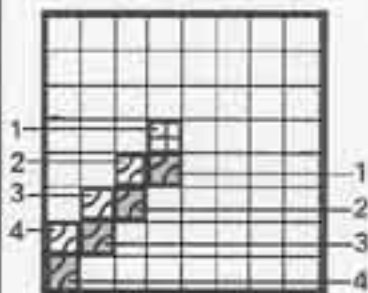


FIGURE - 2

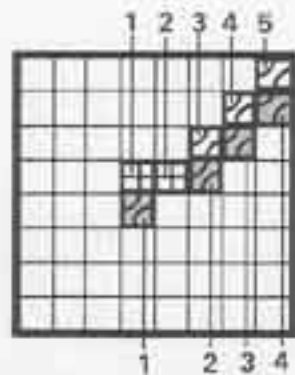


FIGURE - 3

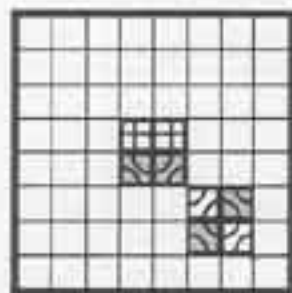


FIGURE - 4

