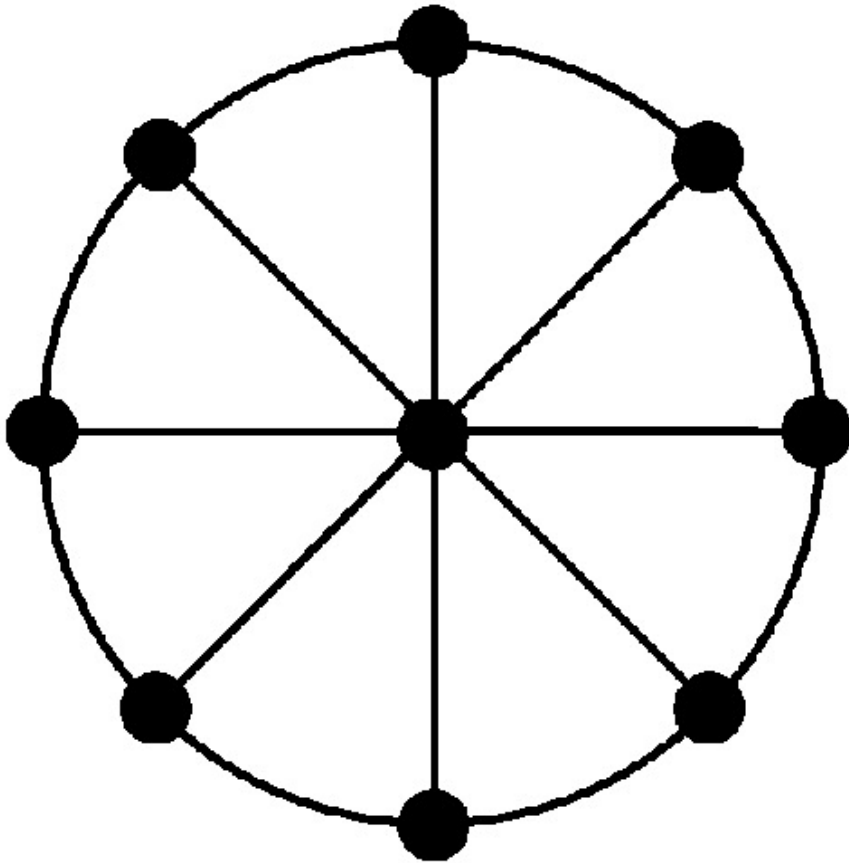


Rota (The Wheel) - instructions



There are two players, each has four counters of the same colour.

The players take turns at placing a counter on any of the nine dots of the board, attempting to form a straight line of three of one's own counters (clue: the only way to do so is to occupy the central dot so this is an important move!).

Once all counters are placed on the board, players take turns in moving their counters to try and form a straight line. Counters can only move one space along an arc or spoke.

The winner is the first to make a line of three.