

# Achi

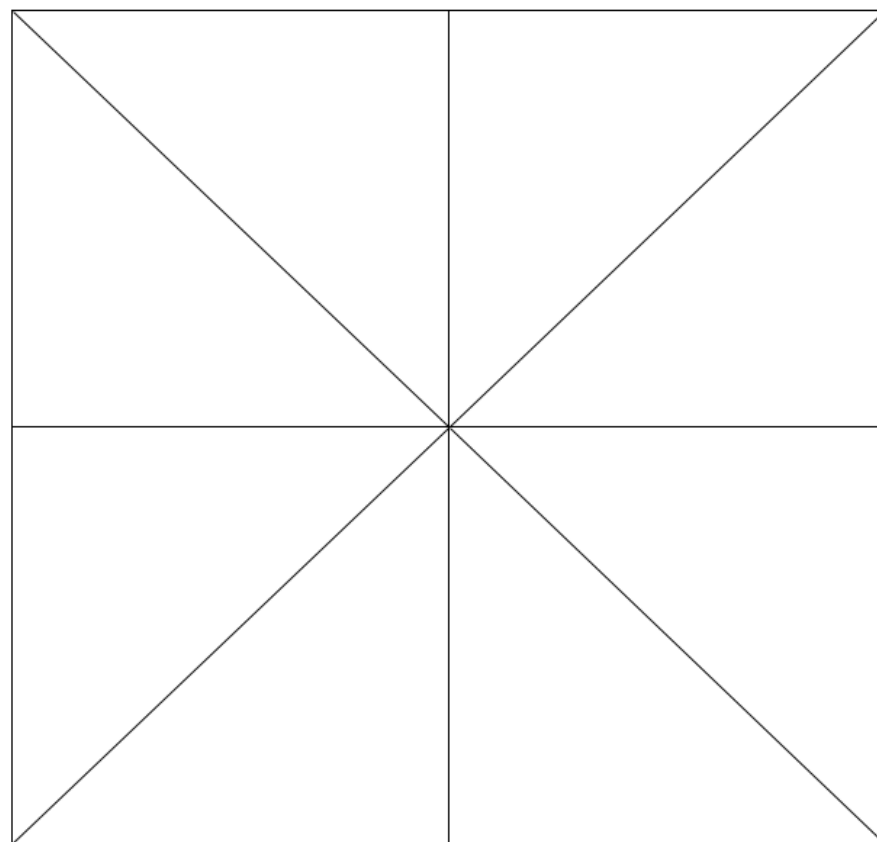


**Aim of the game:** To be the first player to get three counters (coins or tokens) in a row

**Set up:** Draw a board on a piece of paper or cardboard, or scratch in the dust with some pebbles.

## Rules:

- One player holds a black counter in one fist and a white counter in the other fist. The opposite player chooses one hand. Whoever gets the black counter uses that colour and starts first.
- Each player in turns put one counter on any of the nine points on the board. They should try to get three of their counters in a row (vertical, horizontal or diagonal), while preventing their opponent from doing the same.
- Once all eight counters are on the board (assuming no player got three in a row), there should be only one point vacant. Players take turns to move one of their counters adjacent to the vacant point along a line onto that point. Play continues until one player wins by getting three counters in a row.



**Equipment and Materials:** Board; eight counters (coins or tokens - four black and four white, or other colours)

**Age:**  
10+

**Number of players:**  
2

**Duration:**  
Infinite

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Co-funded by the European Commission



**TAFISA**  
The Association For International Sport for All

## Let's Inclusivize TSG!

### Teaching Style

1. Provide clear and simple instructions
2. Encourage players to communicate throughout the game
3. Safety instructions to be tailored to the environment and participants playing the game.
4. Help people with disabilities make contact and move, if needed
5. Provide enough time for players to familiarize themselves with the game.

### Equipment

N/A

### Rules

N/A

### Environment

N/A

