

TITLE

Tres en raya, Damrao o carro de tres



TITLE IN ENGLISH

Damrao, carriage of three or Tic Tac Toe

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Spain, Poland (Kółko i krzyżyk), Italy (Tris), Portugal (Jogo do galo)

ORIGIN:

The “Damrao” is a traditional Canary game most commonly known as Tres en raya (Tic Tac Toe). The aboriginals used to improvise the board game engraving the rocks or the ground. This game dates from the Roman empire age.

It gained popularity in the Middle Age among poor people. However, it was also prohibited because it was considered to be a pagan game. After this, during the Renaissance it became popular again step by step, in places like the University of Salamanca and Bologna.

However, It is believed that people didn't stop playing this game during the Middle Age, it was only played in a hidden way. In the Canary islands it's called Damrao, Carro de tres, Cuadro, Dama, etc

MINIMUM NUMBER OF PARTICIPANTS

2

MAXIMUM NUMBER OF PARTICIPANTS

2

MATERIAL AND BUILDING INSTRUCTIONS

Paper and pens

SETTING:

Indoor, outdoor.

DESCRIPTION OF THE GAME:

It is a game of intelligence, much simpler than checkers and chess, but it requires experience, concentration and ability to play with the mind of the opponent.

Therefore, the Damrao is a strategy game in which two players who face each other participate, on a board with chips, each with chips of the same type, but different from their opponent.

It consists, on the one hand, in aligning the three pieces forming a horizontal, vertical or diagonal line, and on the other, in trying to hinder the movements of the opponent to prevent the other player from aligning their pieces before.

RULES:

Each player must only place their token once per turn somewhere where there isn't already placed another token.

A straight or diagonal line must be made out of three tokens. In case the player cheats, the winner will be his opponent.

The chascona (or windmill) constitutes, within the Canarian culture, a more complex variant of the Damrao or Three in a row. The board is composed of a square with two other equidistant registrants, distributing the eight pieces per player in the center and the ends of the sides of the squares. The one who manages to place the opponent in the impossibility of aligning 3 of his pieces and eliminating 6 from his game wins. There are more variables such as "Ijreibga" or "car of twelve", among others.

LEARNING OUTCOMES | COMPETENCES TO BE DEVELOPED THROUGH THE GAME:

Social skills: Social interaction.

Intellectual abilities: Creativity, strategy, decision making, problem solving, observation, concentration, memory.

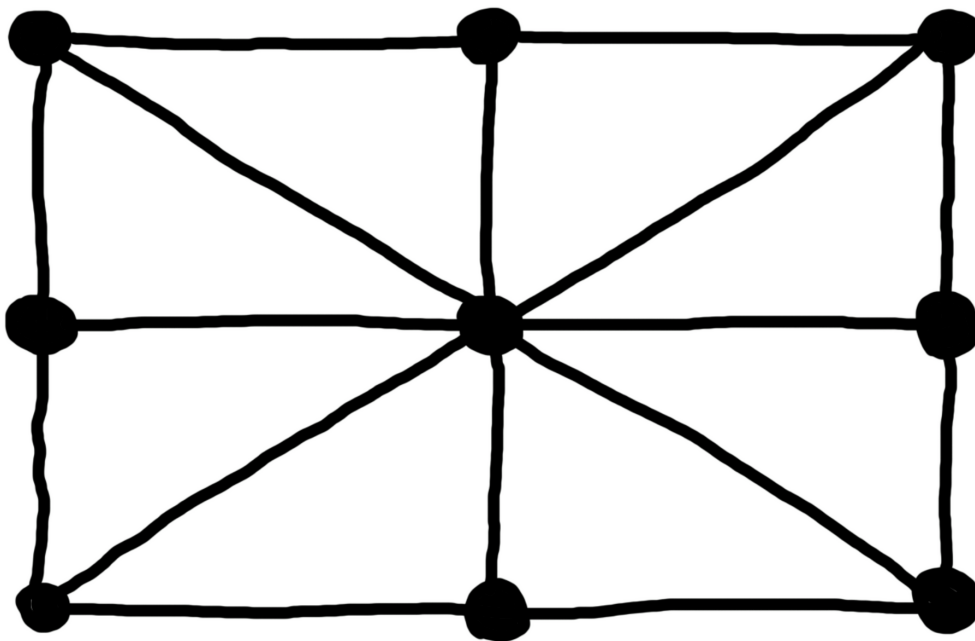
ILLUSTRATION:

Illustration by Hubert Wencel