S.O.X

James Grime
Solo Noughts and Crosses
Dennis Guerrier

For puzzle-lovers of all ages—an intriguing and original new version of a traditional game
BILLY NO-MATES BOGGLE

The three minute word game for people with time to spare

SAD CANASTA
Solo Noughts and Crosses
Dennis Guerrier

For puzzle-lovers of all ages—an intriguing and original new version of a traditional game

Panther Books
“Hours of enjoyment.”
Analysis
492 Possible Games
22

Wins (4.5%)

Starting Square:  

Wins: 3 1 3 3 1 5 2 4
371

Losses (75%)

Starting Square: A B C D E F G H

Losses: 45 42 45 45 49 52 45 48
99

Draws (20%)

Starting Square:  
A  B  C  D  E  F  G  H

Draws: 23  2  17  5  2  27  2  21
22

Wins (4.5%)
Reader Plays Optimally
Reader Plays Optimally

12

Possible Games
10 Wins (83%)

Starting Square: A B C D E F G H

Wins: 2 2 2 1 0 2 1 2
Reader and Book Play Optimally:

Every game would end in a draw.
Guerrier’s Miracle Year
Guerrier’s Miracle Year

"A Programmed Entertainment.
The first do-it-yourself novel in which the reader directs the course of action"
Catch The Star

Pick a square on the first row

Now turn to the corresponding number
# Catch The Star

Pick a square on the first row

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Now turn to the corresponding number
“Hours of enjoyment.”