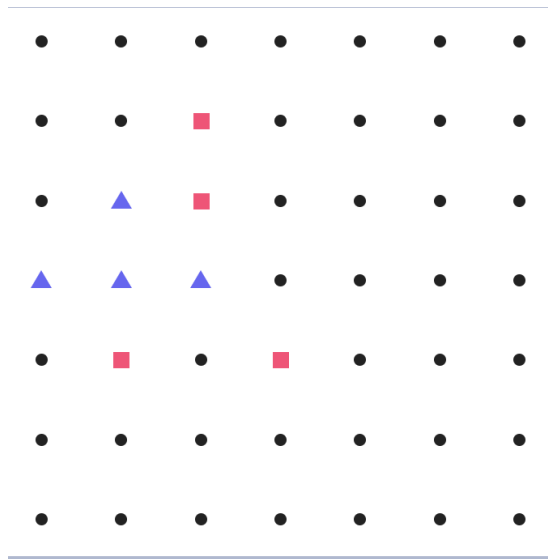


Nrich Square-it strategy

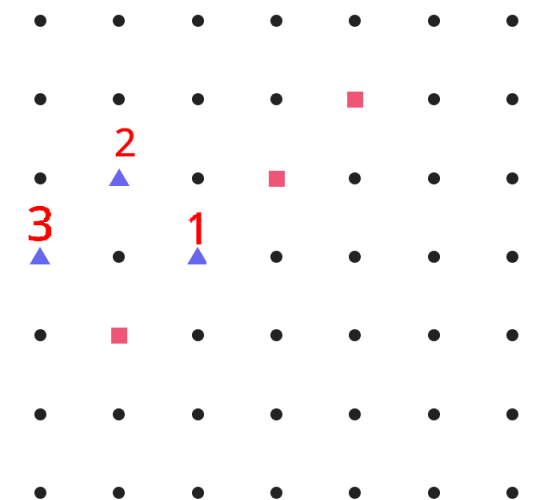
This is one of the winning strategies that I use. The main goal of this strategy is to get such a position that there are 2 possible squares that you can make. The other player can only stop you from making one square. After the opponent makes their move, you simply connect the other one. This strategy shows the quickest way to get that position. This strategy works if you are player 1 (triangle).

The position that you are trying to get is this:



If you get this kind of position, you win. It doesn't always have to be pointed upwards, it can be in any direction.

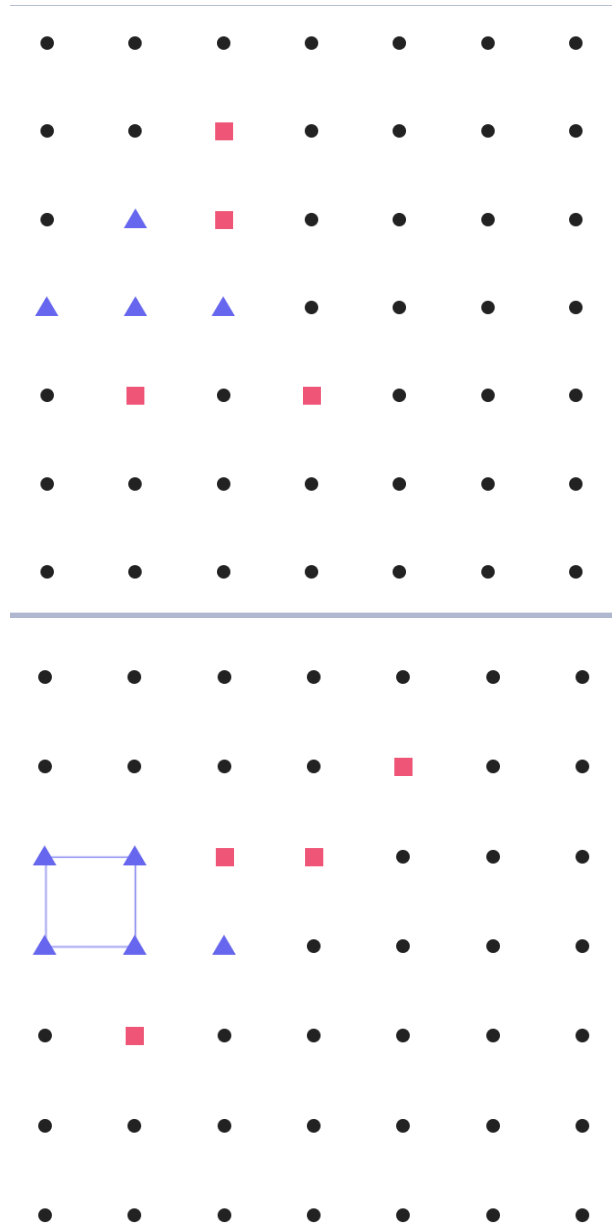
There is a specific method to get to that position. The trick is to start by making a triangle to the left side of the screen. The 3 points that make up a triangle should be placed in the order shown in the image below.



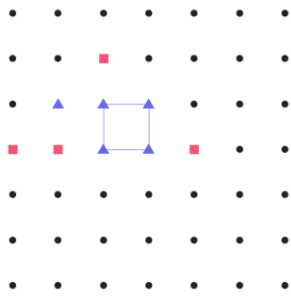
Note: the position can be upside down too based on what your opponent plays

The opponent will then try to block you from making the square.

The next step is to place a point in the middle of the triangle. This will create 2 possible squares that you can make. The opponent will try to block you from making one square, which lets you complete the other one and win the game.



The place where you do all these moves can be slightly changed based on the other player's moves. For example look at this game:



While the direction and location can be changed, you should always try to make the triangle and then put a point in the middle. That is a guaranteed win.