AGILIDADE / Three in a Row

A simple three-dimensional Tic-Tac-Toe-game. This game was the outcome of fun we had during a party at my home. Playing some games, one of my friends made a bet that I could not invent a game within five minutes! I won! And this game was the result.

In 2004, ORIGEM published it in Brazil, and XINDAO published it worldwide in 2007.

