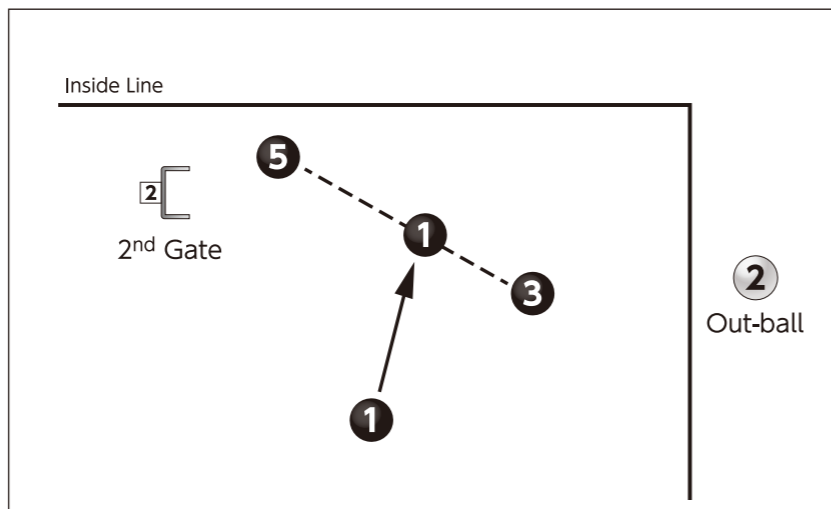


Lesson 4

Basics of Strategy

Bridge Ball or Tsunagi-dama

- The balls are in the positions shown in the right illustration, with stroker Red 1 waiting to stroke next.
- There is quite a distance from Ball ① to the 2nd Gate, to Ball ③ and to Ball ⑤. If a passing the 2nd Gate or a Touch is going to be difficult to achieve, it's best not to take a risk. Instead, stroking the ball ① to stop between Ball ③ and Ball ⑤ makes it easy for the red team to develop a strategy. A ball that's used as a "bridge" to join long distances is referred to as a Bridge Ball or "Tsunagi-dama".
- ※ When aiming for a Bridge Ball, however, it is important for the red team to consider the risk of any attack from stroker White 2, who will be stroking next. (In the case of the illustration, Ball ② is an out-ball and therefore a Touch by Ball ② is not possible).
- When it is stroker Red 3's turn, carrying out a Touch with Ball ① will make it easy to make a Touch with Ball ⑤. When stroker Red 3 is Sparking Ball ①, he/she should consider the position of the white team's balls.

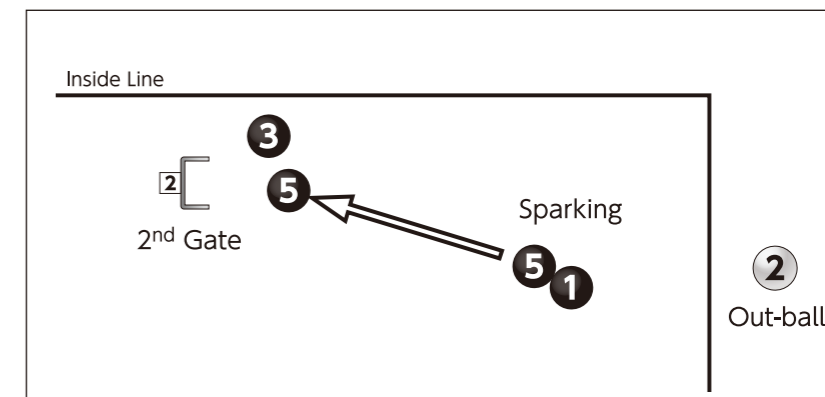


You've got to help your team mates!



Sacrifice Ball or Okuri-dama

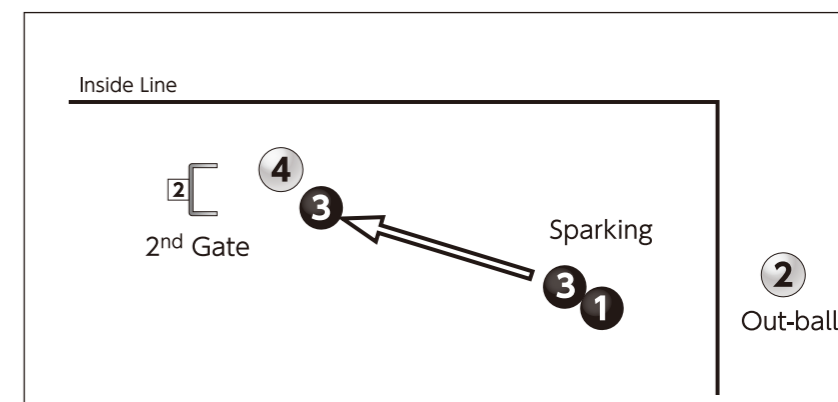
- The balls are in the positions shown in the right illustration, and stroker Red 1 has touched Ball ⑤.
- Although stroker Red 1 will then spark Ball ⑤, if it's going to be difficult to pass the Ball ⑤ through the 2nd Gate with a Spark, it's best not to take a risk, and instead the ball should be stroked so that Ball ⑤ moves near Ball ③. The Sacrifice Ball or "Okuri-dama" refers to a ball that's moved with a Spark to create an advantage for your team's ball that is at some distance away.
- ※ When aiming for a Sacrifice Ball, however, it is important for the red team to consider the risk of any attack from stroker White 2, who will be stroking next. (In the case of the illustration, Ball ② is an out-ball and therefore a Touch by Ball ② is not possible).



- On Red 3's turn, stroker Red 3 can pass Ball ⑤ through the 2nd Gate with a Spark after touching Ball ⑤. After this, stroker Red 3 can pass Ball ③ through the 2nd Gate at the next stroke. And, depending on the position of Ball ④, it's also possible for stroker Red 3 to aim for a Pass & Touch of Ball ⑤ (refer to the next page).

Block Ball or Tsuke-dama

- The balls are in the positions shown in the right illustration, and stroker Red 1 has touched Ball ③.
- As in Sacrifice Ball ③ above, it's going to be difficult to pass the ball through the 2nd Gate with a Spark. In addition, if the opposing team's Ball ④ is near the 2nd Gate, then it's best to carry out a Spark to move Ball ③ near Ball ④. The Block Ball or "Tsuke-dama" refers to moving your team's ball that will be played before the opposing team's ball.
- ※ When aiming for a Block Ball, however, it is important for the red team to consider the risk of any attack from stroker White 2, who will be stroking next. (In the case of the illustration, Ball ② is an out-ball and therefore a Touch by Ball ② is not possible).



- On stroker Red 3's turn, a pass of Ball ③ through the 2nd Gate can be carried out by first touching Ball ④, then making Ball ④ an out-ball with a Spark.

It looks a bit tricky, but I'll do my best!



Lesson 5

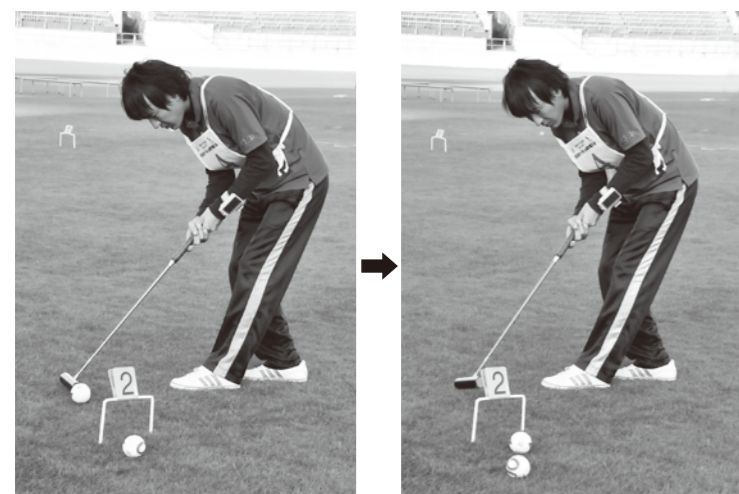
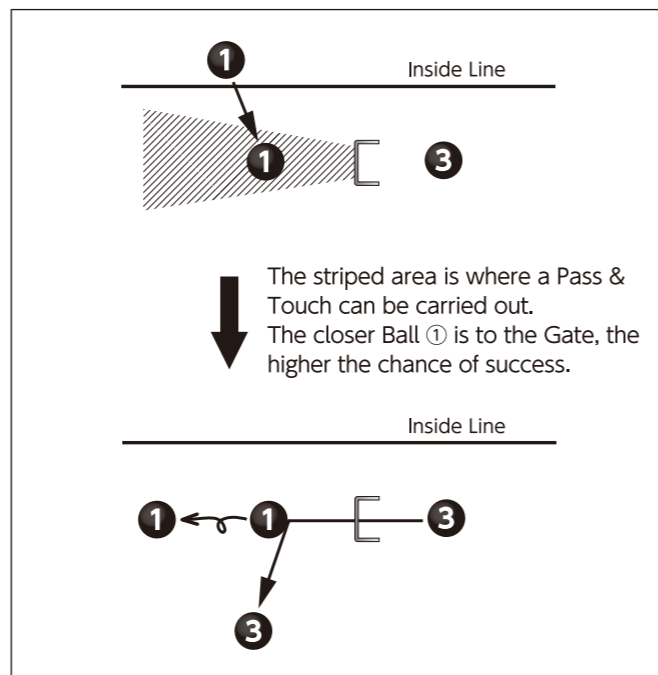
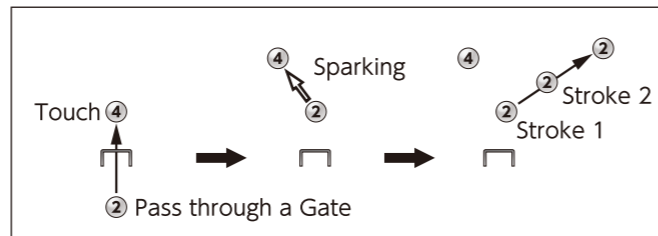
Advanced Strategies

Pass & Touch (or Touch & Pass)

- A Pass & Touch refers to a pass through a Gate and a Touch in a single stroke. (A Touch & Pass refers to a pass through a Gate following a Touch).
- After Sparking a touched ball, the stroker gains the right to carry out 2 strokes consecutively since both a pass through a Gate and a Spark have been achieved.
- ※ However, a Pass & Touch and a Touch & Pass do not apply to the 1st Gate.

★ A Pass & Touch and a Touch & Pass are the most powerful combination!

By utilizing the right to stroke twice after a Spark, the stroker can add more points to the team's score, or attack the opposing team's balls that stay where the stroker cannot reach to in a single stroke. On the other hand, when the balls are clearly positioned for a Pass & Touch, the opposing team must go into the defense. Thus, these moves have the ability to make a significant change to the development of a match.



How cool would it be if I could make a Pass & Touch!

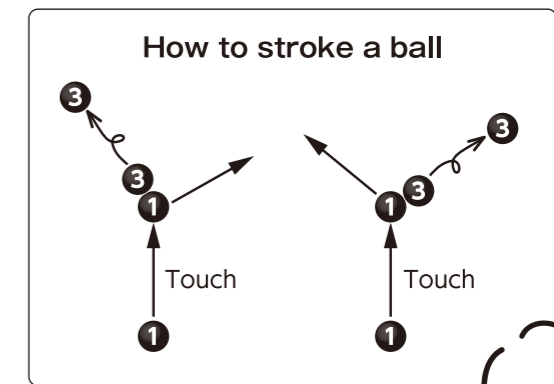


Slide Touch

- Depending on the point of contact where the stroker's ball touches the other ball, the stroker's ball moves differently after a Touch.

★ Let's master a Slide Touch!

When attempting a significant move of your own ball, stroking your own ball twice in a row by achieving a Pass & Touch is useful, but a Slide Touch is also effective. And a Slide Touch can be carried out with only one ball to be touched, resulting in immediate and unanticipated results, taking strategic play to the next level.

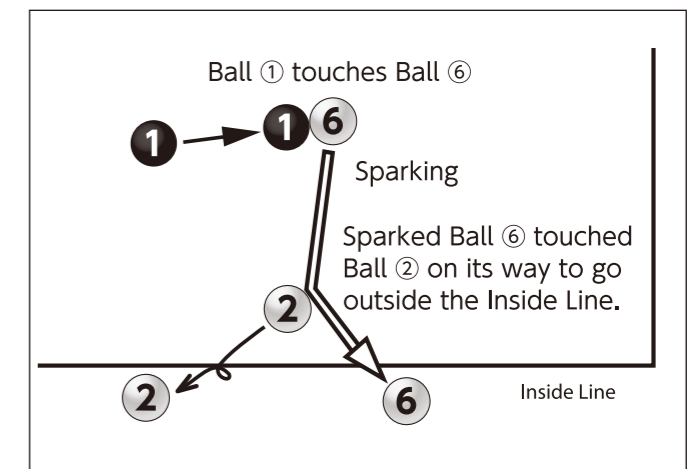


It's tricky, so I'm going to practice a Slide Touch



Ball Combination or Awase-dama

- The Ball Combination or "Awase-dama" refers to creating multiple out-balls with a single Spark.
- The balls are in the positions shown in the illustration on the right. If stroker Red 1 touches Ball ⑥, a Spark is carried out not only to make Ball ⑥ an out-ball but also so that Ball ⑥ hits Ball ② near the line, making both balls out-balls.
- ※ However, both balls will not necessarily become out-balls as this will depend on how they come into contact. It's important to consider which ball will be the most effective as an out-ball.



Once you reach this level, you're at the top of the Gateball game!

