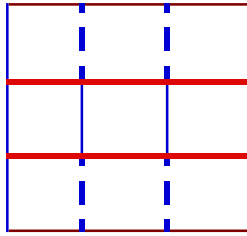
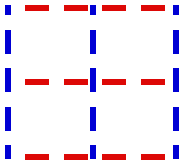
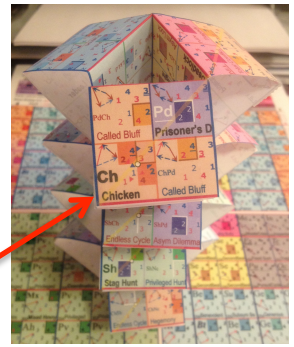
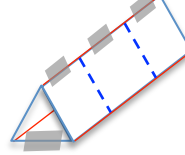
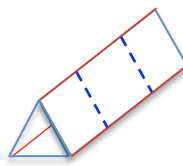


Transforming 2 X 2 Games – 3D Model

1. Print



Stacks of tiles show pipes and hotspots
 Note that 3↔4 swaps also switch row or column in tile



2. Cut out layers

3. Cut vertical tile edges

4. Fold back tile edges

5. Tape layer

6. Stack Pd Pipe & tape

LdSh 3 2 4 1 4	LdNc 2 1 4 1 4	LdHa 1 3 4 1 4	LdRe 1 2 3 1 4	LdCo 1 3 2 1 4	LdAr 1 3 4 1 4	LdCh 1 2 4 1 4	LdPd 1 2 4 1 4	LdLk 1 3 4 1 4	LdDe 1 3 2 1 4	LdHr 1 2 3 1 4	LdLd 1 2 3 1 4
Inspector Cycle	Samson	Generous	Quasi Cycle	Tragic Cycle	Asym Battle	Patron	Protector	Quasi Battle	Leader		
HrSh 2 2 4 2 4	HrNc 2 1 4 2 4	HrHa 1 3 4 2 4	HrRe 2 2 4 2 4	HrCo 2 2 4 2 4	HrAr 2 2 4 2 4	HrCh 2 1 4 2 4	HrPd 2 2 4 2 4	HrLk 2 3 4 2 4	HrDe 2 3 2 2 4	HrHr 2 2 3 2 4	HrLd 2 1 4 2 4
Crisis Cycle	Delilah		Pursuit Cycle	Zero Sum	Skewed Battle			Hero	Quasi Battle		
DeSh 3 2 4 3 4	DeNc 3 1 4 3 4	DeHa 3 1 4 3 4	DeRe 3 2 4 3 4	DeCo 3 3 4 3 4	DeAr 3 3 4 3 4	DeCh 3 1 4 3 4	DePd 3 2 4 3 4	DeLk 3 3 4 3 4	DeDe 3 3 2 3 4	DeHr 3 3 4 3 4	DeLd 3 1 4 3 4
Big Bully	Hostage	Biased	Second Best	Unfair Type	Tragedy	Asym Lock	Delight	Protector			
LkSh 1 2 4 3 4	LkNc 1 2 4 3 4	LkHa 1 2 4 3 4	LkRe 2 2 4 3 4	LkCo 3 3 4 3 4	LkAr 3 3 4 3 4	LkCh 3 1 4 3 4	LkPd 3 2 4 3 4	LkLk 3 3 4 3 4	LkDe 3 3 4 3 4	LkHr 3 2 4 3 4	LkLd 3 1 4 3 4
Hamlet	Blackmail Type	Biased Type		Bully	Total Conflict	Deadlock	Asym Lock				
PdSh 1 3 4 2 4	PdNc 2 1 4 2 4	PdHa 2 1 4 2 4	PdRe 2 2 4 2 4	ChPd 2 3 4 2 4	PdAr 2 3 4 2 4	PdCh 2 1 4 2 4	PdPd 2 2 4 2 4	PdLk 2 3 4 2 4	PdDe 2 3 4 2 4	PdHr 2 2 4 2 4	PdLd 2 1 4 2 4
Asym Dilemma	Hegemon Type	Altruist Type	Impure Altruist	Revelation	Alibi	Called Bluff	Prisoner's D	Total Conflict	Tragedy	Patron	
ChSh 2 3 4 1 4	ChNc 2 1 4 1 4	ChHa 1 3 4 1 4	ChRe 2 2 4 1 4	ChCo 3 3 4 1 4	ChAr 3 3 4 1 4	ChCh 2 1 4 1 4	ChPd 2 1 4 1 4	ChLk 3 3 4 1 4	ChDe 3 3 2 1 4	ChHr 2 1 4 1 4	ChLd 2 1 4 1 4
Endless Cycle	Hegemony	Samaritan's D	Samaritan Type	Biased Cycle	Inferior Cycle	Chicken	Called Bluff	Bully	Unfair Type	Skewed Battle	Asym Battle
ArSh 1 3 4 3 2 1	ArNc 3 1 2 3 2 1	ArHa 1 3 4 3 2 1	ArRe 3 2 3 3 2 1	ArCo 3 3 2 3 2 1	ArAr 3 3 2 3 2 1	ArCh 3 1 2 3 2 1	ArPd 3 2 1 3 2 1	ArLk 3 3 2 3 2 1	ArDe 3 3 2 3 2 1	ArHr 3 2 3 3 2 1	ArLd 3 1 3 3 2 1
Asym Assur.	Mutual	Privileged	Pure Coord.	Assurance	Inferior Cycle	Alibi	Second Best	Zero Sum	Tragic Cycle		
CoSh 2 3 4 3 1 2	CoNc 3 1 2 3 1 2	CoHa 1 3 4 3 1 2	CoRe 2 2 4 3 1 2	CoCo 3 3 1 3 1 2	CoAr 3 3 1 3 1 2	CoCh 3 1 2 3 1 2	CoPd 3 2 1 3 1 2	CoLk 3 3 1 3 1 2	CoDe 3 3 1 3 1 2	CoHr 3 3 1 3 1 2	CoLd 3 1 3 3 1 2
Asym Coord.		Coordination	Pure Coord.	Biased Cycle	Revelation			Pursuit Cycle	Quasi Cycle		
ReSh 3 3 4 2 1 2	ReNc 2 1 2 2 1 2	ReHa 1 3 4 2 1 2	ReRe 2 2 3 2 1 2	ReCo 3 3 2 2 1 2	ReAr 3 3 1 2 1 2	ReCh 2 1 2 2 1 2	RePd 2 2 1 2 1 2	ReLk 2 3 1 2 1 2	ReDe 2 3 1 2 1 2	ReHr 2 2 3 2 1 2	ReLd 2 1 3 2 1 2
Pure Aligned	Aligned	Asym Harmony	Resolution	Privileged	Samaritan Type	Impure Altruist	Biased	Generous			
HaSh 1 2 1 1 2 1	HaNc 1 2 1 1 2 1	HaHa 1 2 3 1 2 1	HaRe 2 2 3 1 2 1	HaCo 3 3 2 1 2 1	HaAr 3 3 1 1 2 1	HaCh 1 1 2 1 2 1	HaPd 1 2 1 1 2 1	HaLk 3 3 1 1 2 1	HaDe 3 3 2 1 2 1	HaHr 1 2 3 1 2 1	HaLd 1 1 3 1 2 1
Aligned	Pure Aligned	Harmony	Asym Harmony		Samaritan's D	Altruist Type	Biased Type				
NcSh 1 2 3 1 1 3	NcNc 1 1 3 1 1 3	NcHa 1 1 3 1 1 3	NcRe 2 2 3 1 1 3	NcCo 1 3 2 1 1 3	NcAr 1 3 3 1 1 3	NcCh 1 1 3 1 1 3	NcPd 1 2 3 1 1 3	NcLk 1 3 3 1 1 3	NcDe 1 3 3 1 1 3	NcHr 1 2 3 1 1 3	NcLd 1 1 3 1 1 3
Privileged Hunt	No Conflict	Pure Aligned	Aligned	Mutual	Hegemony	Hegemon Type	Blackmail Type	Hostage	Delilah	Samson	
ShSh 1 3 4 2 3 1	ShNc 2 1 3 2 3 1	ShHa 2 1 3 2 3 1	ShRe 2 2 3 2 3 1	ShCo 2 3 2 2 3 1	ShAr 2 3 3 2 3 1	ShCh 2 1 3 2 3 1	ShPd 2 2 3 2 3 1	ShLk 2 3 3 2 3 1	ShDe 2 3 3 2 3 1	ShHr 2 2 3 2 3 1	ShLd 2 1 3 2 3 1
Stag Hunt	Privileged Hunt	Aligned	Pure Aligned	Asym Coord.	Asym Assur.	Endless Cycle	Asym Dilemma	Hamlet	Big Bully	Crisis Cycle	Inspector Cycle