

How to Play: Dots and Boxes

The Goal: To be the player who closes and claims the most boxes on the page.

Getting Started: The game is played on the large grid of dots provided on the page. You will need two players and two different colored pens or you can have one person use X and the other use O.

Taking Turns: On your turn draw one straight line horizontal or vertical to connect any two dots that are next to each other. Since this is a Large Print grid take your time because the game will last longer and strategy becomes more important as the page fills up.

Making a Box: When you draw a line that completes the fourth side of a small square you have made a box. To claim it you should write your initial clearly inside that box. If you close a box you must take another turn immediately which means you can potentially close a whole string of boxes in one single turn.

Winning: Continue taking turns until every single dot on the page has been connected and the grid is full of initialed boxes. Count up the boxes and the player with the highest number of boxes is the winner.

A Tip for Grandparents and Grandkids: Because this is a large grid try to build lines in different areas of the page. Eventually these areas will meet and that is when the real excitement starts.

How to Play: Four in a Row

The Goal: To be the first player to connect four of your marks in a straight line either horizontally, vertically, or diagonally.

The Setup: This game is played on a grid of empty circles or squares. One player chooses to be X and the other player chooses to be O.

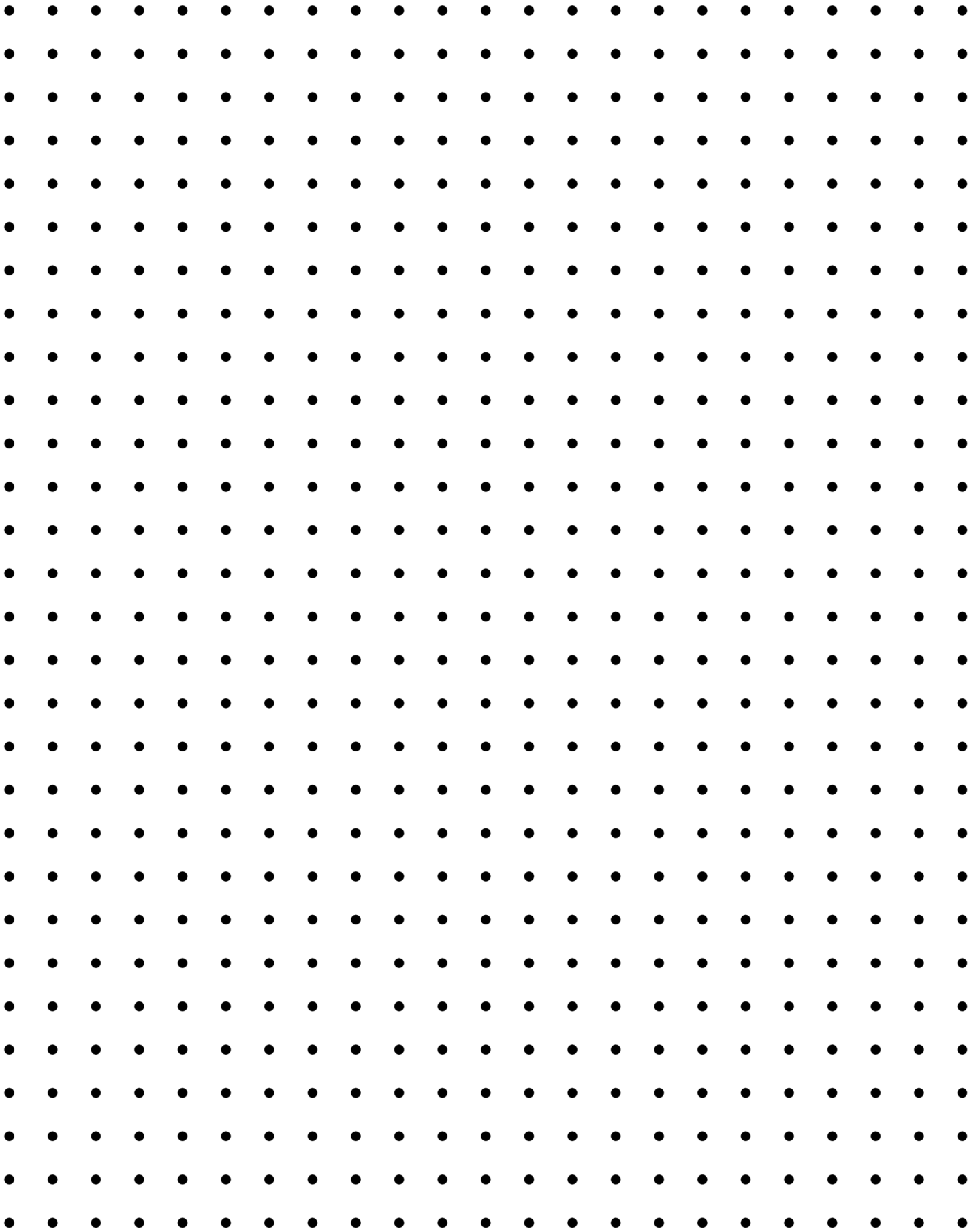
Taking Turns: Players take turns placing their mark in an empty space on the grid. In this paper version of the game, you can place your mark in any open spot on the board, though some players prefer to "fill" the grid from the bottom up to mimic the classic gravity-fed plastic version.

Winning: the Game The first person to get four marks in a row wins the round. A row can go straight across, straight up and down, or diagonally at an angle.

Blocking and Strategy: Keep a close eye on your opponent. If you see them getting three marks in a row, you must use your next turn to place your mark at the end of their line to block them from winning.

A Tip for Grandparents and Grandkids: Try to set a "trap" by building two different rows of three at the same time. This way, your opponent can only block one, and you can win on your next move.

Dots and Boxes



Four In A Row

