

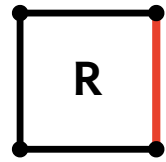
Dots and Boxes

Take turns drawing one line between two dots that are next to each other — no diagonals, no skipped dots.
4th side of a box, write your initial in it, and go again!

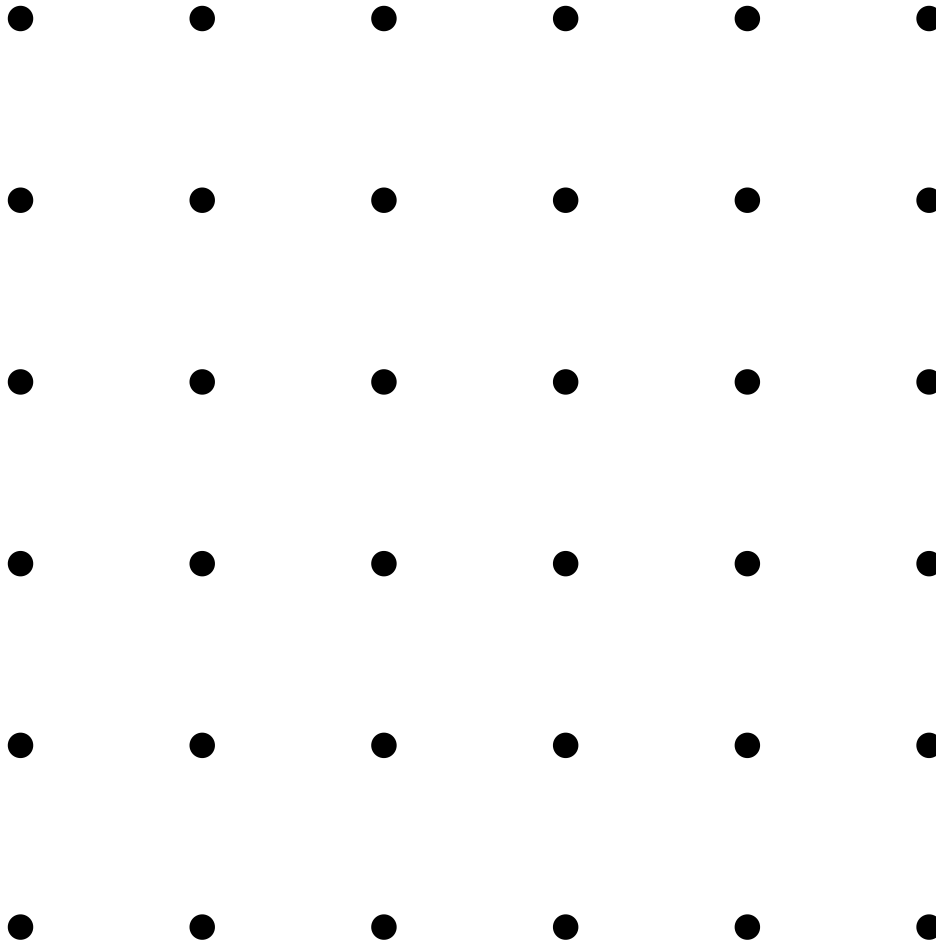
How to play (2 players)

1. Take turns. Draw **one** straight line between two dots that are next to each other — no diagonals, no skipped dots.
2. Complete a box's **4th side**? Write your initial inside it and take **another turn**.
3. Didn't complete a box? Play passes to the other player.
4. When every dot is connected, count initials — most boxes wins!

How a box is won



3 sides were already drawn.
Ray's **red** line is the 4th — he writes "R" and goes again.



Score box (count your initials on the board, then write the total — 25 boxes in all, so there's no tie!)

Player	Boxes claimed
1: _____	
2: _____	

Ray says: Try not to draw a box's 3rd side — that hands your opponent a free box. If you must, give away the shortest chain of boxes you can find.

For grown-ups: the classic pencil-and-paper game "Boxes." Whoever draws a box's 4th side claims it and moves again, so one player can chain together several boxes in a turn. 25 boxes total means no ties. The one real strategy at this age: avoid being forced to draw a box's 3rd side (it "opens" a free capture) — and when there's no safe move left, give away the smallest chain of boxes you can.