

Treasure Boxes

Take turns drawing one line between two dots.
Close a box, write your initial in it, and go again!

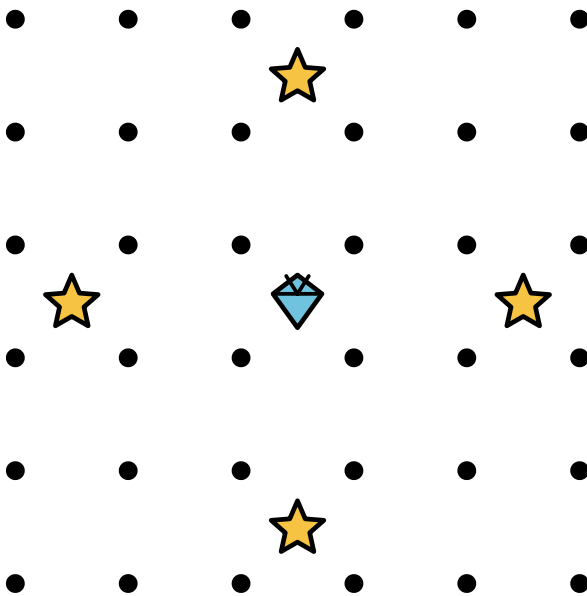
How to play (2 players)

1. On your turn, draw **one** line joining two dots that are next to each other. No slanted lines.
2. If your line closes a box, write your first letter inside it and take **another** turn.
3. When all the boxes are closed, add up your points. Most points wins the board!

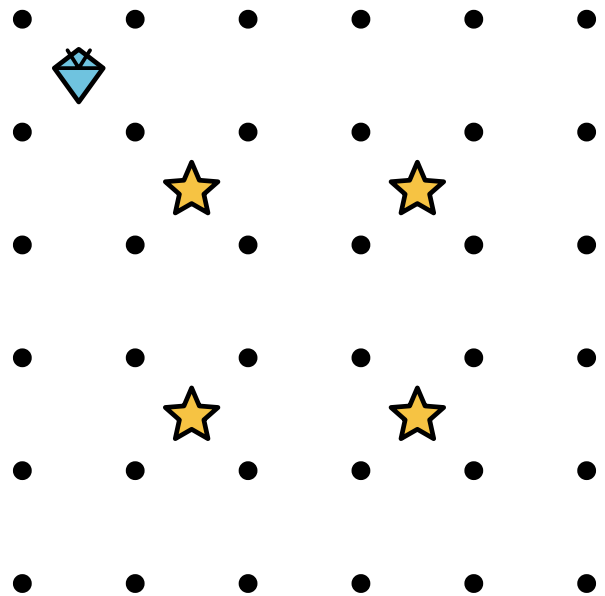
Points

-  Plain box = 1
-  Star box = 3
-  Gem box = 5

Board A



Board B (play again!)



Score box (count your boxes, then add the points)

Player	Board A	Board B	Total
1: _____			
2: _____			

Ray says: Count a box's sides before you draw.
Adding the third side hands it to the other player.

For grown-ups: this is dots-and-boxes with weighted boxes, so the "safe move" idea (never draw the third side of a box unless you must) matters more near the star and gem boxes. Ask: "Which lines are still safe?" and "Is it worth giving away a plain box to grab the gem?" Each board is worth 37 points in all (20 plain + 4 stars + 1 gem), so a board can never end in a tie. There is no single answer key: the early game is about safe lines, and the endgame is about who is forced to open a box first.