

DOTS and BOXES

Object of the game: Take more boxes (score more points) than your opponent. And of course, practice math!

How to play:

- You "move" by connecting two dots with a line segment.
- When you place the last 'wall' of a single box, your opponent gives you a math problem.
- Both you and your opponent will work out the problem to solve.
 - If you get the problem correct, you get the box (and give yourself a point).
 - If you get the problem incorrect, and your opponent gets it correct, they get the box (and a point).
- Each player takes turns, but whenever a player takes a box, (s)he gets to move again.
- The player with the most boxes wins.

