

At the beginning of each week, JRMF will be publishing one of our favorite 2-player games. Although some games will involve manipulatives, all of them will be accompanied with instructions for how to play with just pencil and paper, so that you can play anytime and anywhere!

At the end of each week, we'll be publishing twists, extensions, and variants to keep our games fresh and interesting. If you like what you see here, check out our activities library at jrmf.org and our weekly webinars for even more content.

Happy mathing!

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Game of the Week: Criss-Cross

Objective:

Make the last legal move.

Set-Up:

1. Draw a triangle with a large dot on each vertex (color doesn't matter!).



2. Draw 2-7 additional dots anywhere inside the triangle (color doesn't matter!).



In this example, we drew 4 dots on the inside. Make sure to try this game out with different numbers of dots, too!



Rules:

1. Players take turns connecting any two dots (including the dots on the vertices) with a line.



2. Lines do not have to be straight.





3. Two dots can have at most **one** line connecting them.



Player 1 cannot connect the two middle dots, because they are already connected with a red line.

4. Lines cannot cross over one another.



Player 1 cannot draw the line above, because it crosses over the already-drawn red line.



Endgame:

The game ends when a player cannot make a move without breaking one of the rules. The player who makes the last legal move **wins**!

