

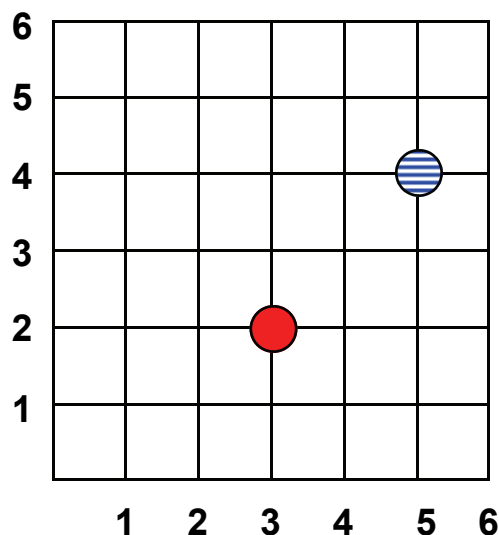
# Gridlock

**Players:** 2

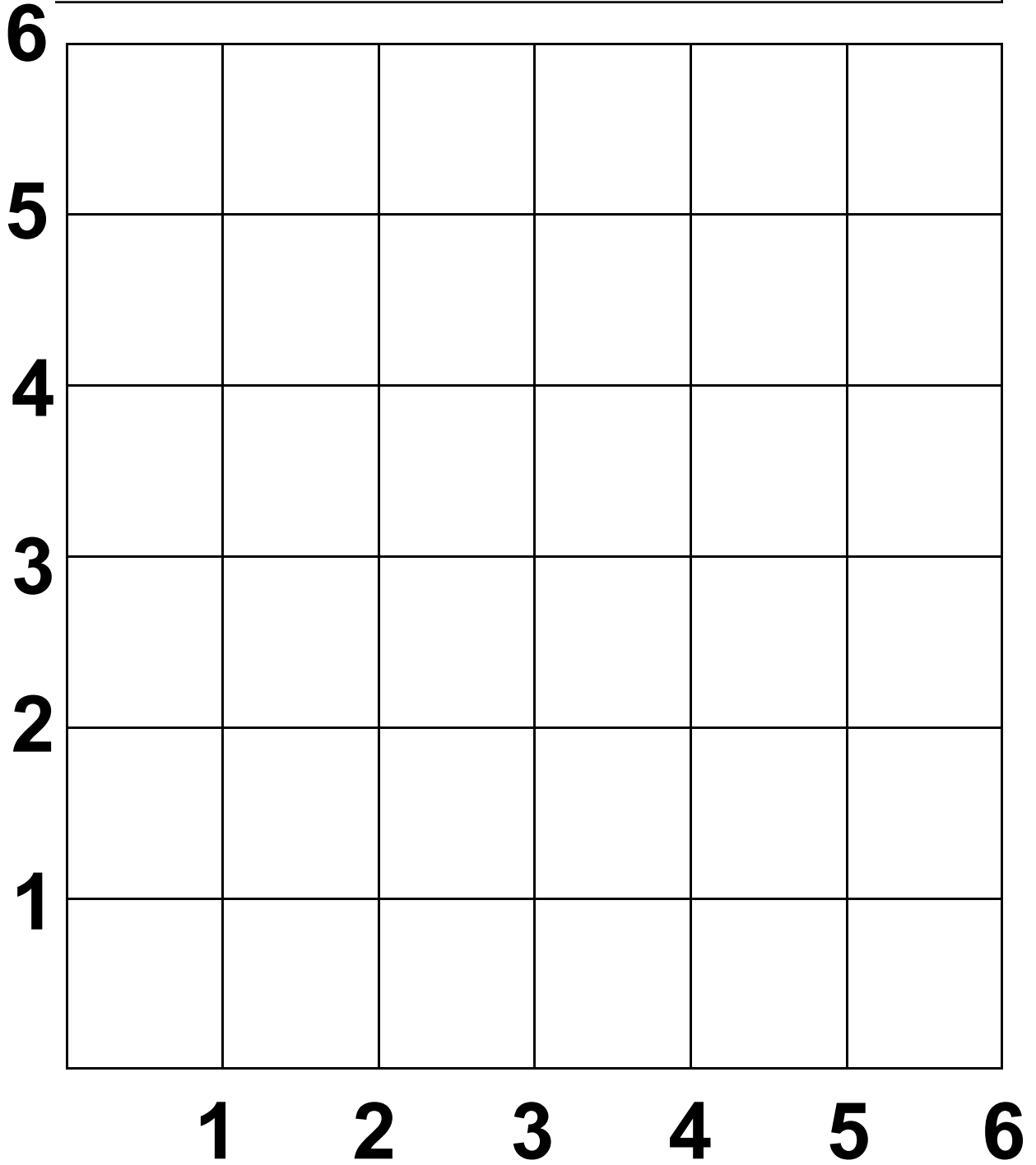
**Materials:** Game mat  
2 regular die (different colors optional)  
10 markers of one color for Player A  
10 markers of a different color for Player B

**Directions:**

1. Player A rolls both dice.
2. Player A forms an ordered pair that shows (e.g. (3, 2) or (2,3)) and places one of his/her markers on that intersection on the Gridlock mat.
3. Player B rolls both dice.
4. Player B forms the ordered pair that shows (e.g. (4, 5) or (5,4)) and places one of his/her markers on that intersection on the Gridlock mat.
5. If the possible spaces are already occupied, the player loses his/her turn and does not place a marker on the mat.
6. Play alternates back and forth until one player gets three markers in a row horizontally, vertically or diagonally.
7. If neither player gets three in a row before they have used all 10 markers, then the game is a tie. Players clear the board and begin a new game.



# Gridlock



Player A **Gridlock** Player B

**Game 1**

6						
5						
4						
3						
2						
1						
	1	2	3	4	5	6

**Game 2**

6						
5						
4						
3						
2						
1						
	1	2	3	4	5	6

**Game 3**

6						
5						
4						
3						
2						
1						
	1	2	3	4	5	6

**Game 4**

6						
5						
4						
3						
2						
1						
	1	2	3	4	5	6