



# Gridlock Jr.



**6**

**5**

**4**

**3**

**2**

**1**


**A**

**B**

**C**

**D**

**E**

**F**



# Gridlock Jr.

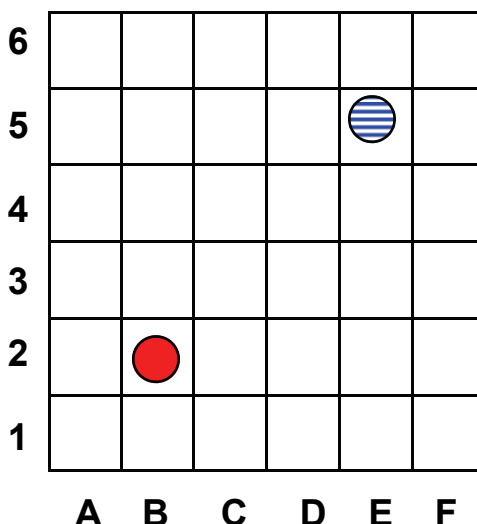


**Players:** 2

**Materials:** Game mat  
1 regular die  
1 die marked A, B, C, D, E, F  
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 the ordered pair that shows (e.g. (B, 2)) and places one of his/her markers on that square on the Gridlock mat.
3. Player B rolls both dice.
4. Player B forms the ordered pair that shows (e.g. (E, 5)) and places one of his/her markers on that square on the Gridlock mat.
5. If the square is 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.



Player A



# Gridlock Jr.

Player B



**Game 1**

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

**Game 2**

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

**Game 3**

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

**Game 4**

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F