



Gridlock Jr.



6

5

4

3

2

1

A

B

C

D

E

F



Gridlock Jr.

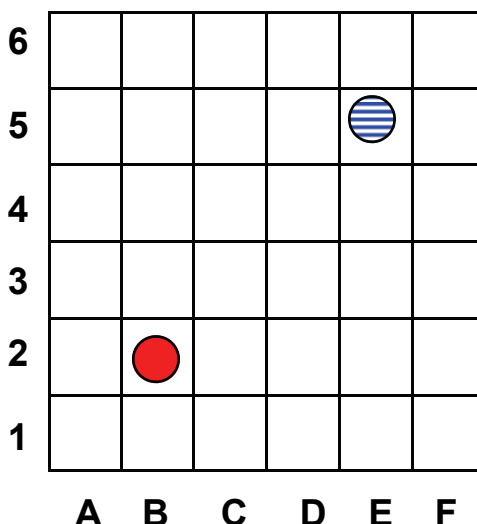


Players: 2

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