

# **Games ~ 2**

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# Rectangulation

A game for two players

Each game uses just one of the diagrams below.

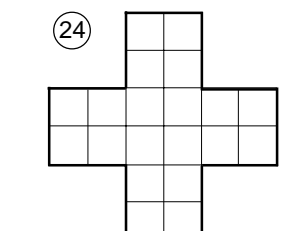
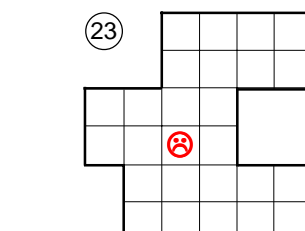
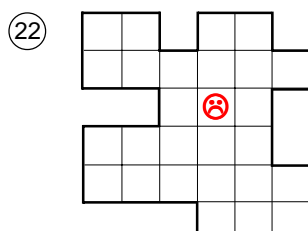
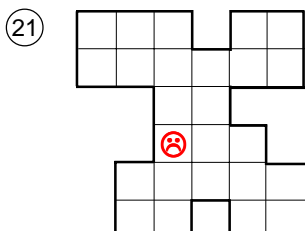
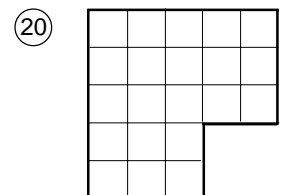
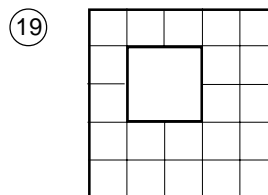
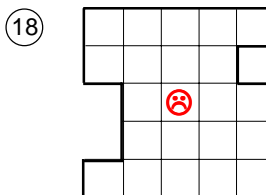
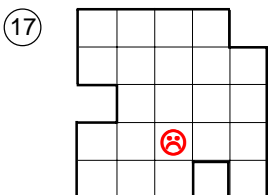
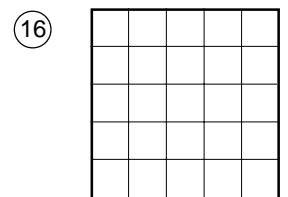
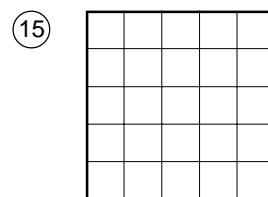
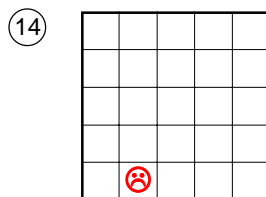
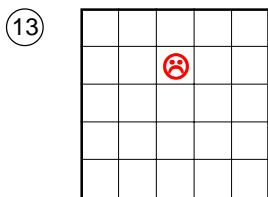
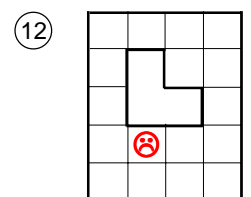
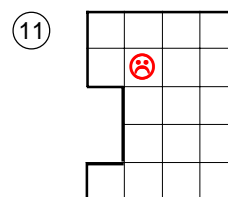
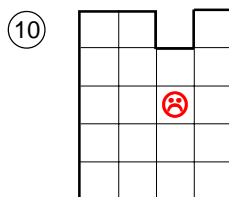
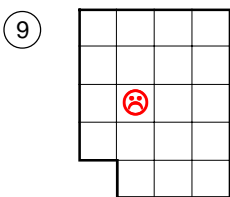
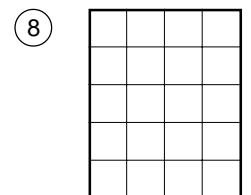
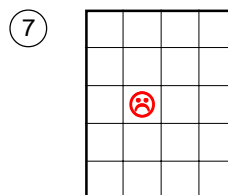
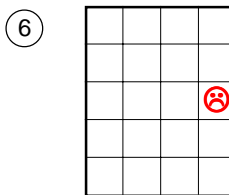
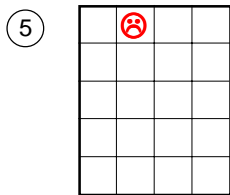
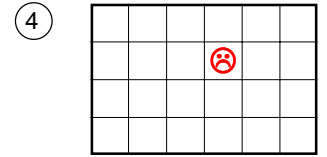
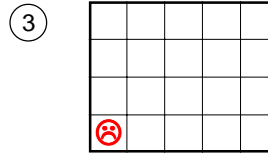
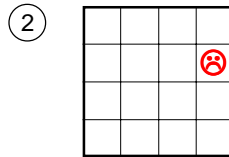
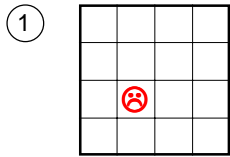
Players take turns shading in any number of squares.

In one turn all the squares shaded in must form a complete rectangle.

The player who has to shade in the square containing the face **loses** the game.

Note some of the diagrams have a 'hole' in them - this cannot form part of the rectangle.

Where a diagram has no face in it, then the first player's move is to draw one in.



# Spades & Diamonds

A game for two players

Each game uses just one of the diagrams below.

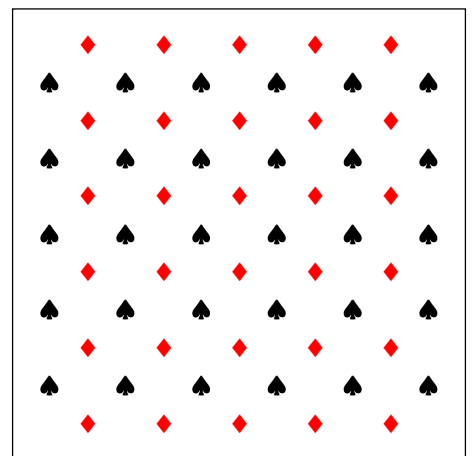
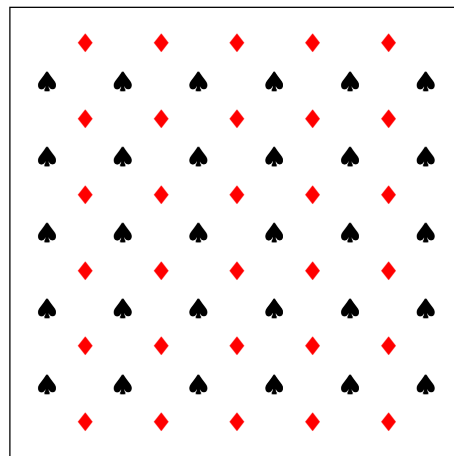
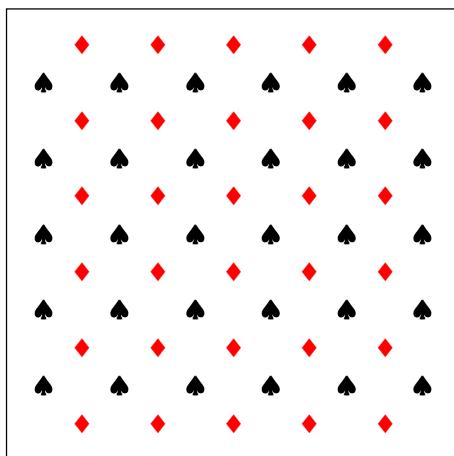
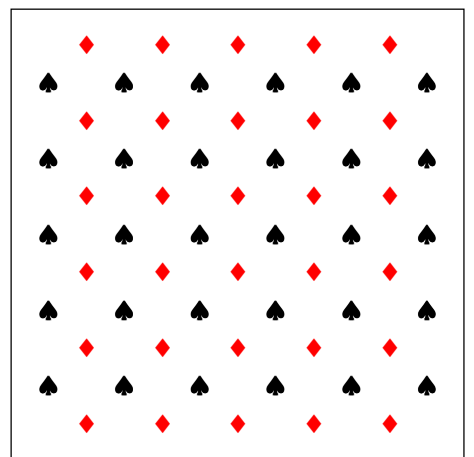
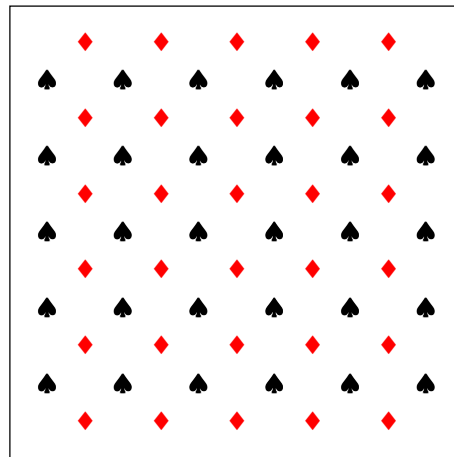
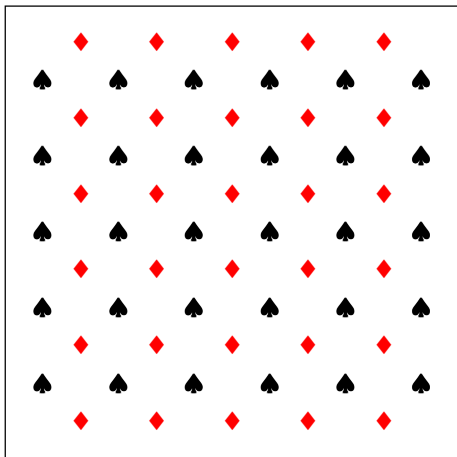
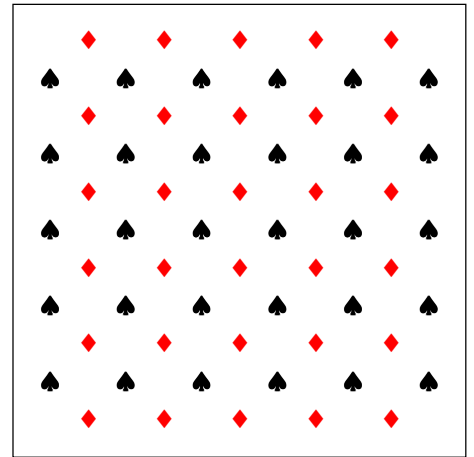
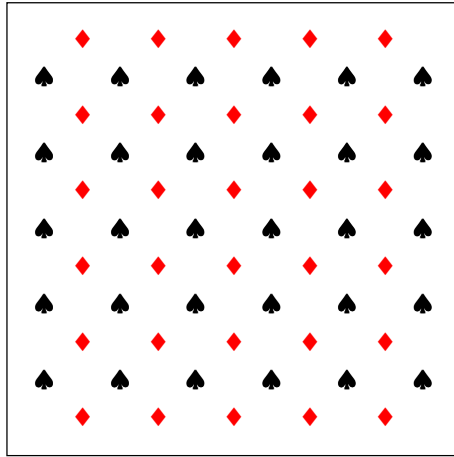
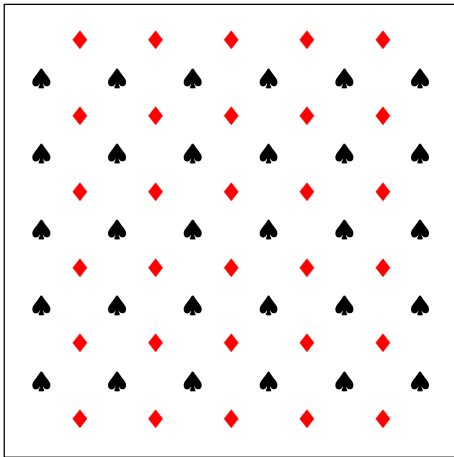
One player uses the **spades**, the other uses the **diamonds**.

Players take turns connecting two of their own symbols with a straight line.

The symbols joined must be next to each other, in an up and down direction, or across.

No diagonal lines are allowed and no lines may cross each other.

The winner is the player who is able to trace a complete path between two opposite edges of the board moving only along the lines connecting their own symbols.



# Homlits

A game for two players

Select **one** set of nine words from the sets given below.

Cut the set up into 9 separate words and lay them out so that both players can see all of them.

Players take turns collecting a word from the central pile.

[Each player's own collection should remain visible to the other player.]

The winner is the first player to have in his or her collection **3 words** which contain the **same** letter.

Set 1

haul

fear

soft

curt

woad

lend

whet

iron

sunk

Set 2

TRIM

DARK

LICK

PAIN

SPRY

CHOP

JUNK

FACT

BENT

Set 3

CLANG

QUAKE

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BRUIT

FROCK

CHIME

STOVE

DAMPS

WINKS

# Nogoes

A game for two players

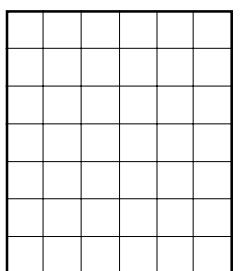
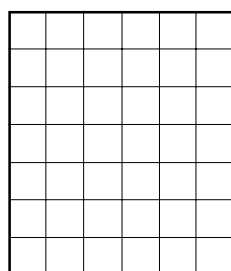
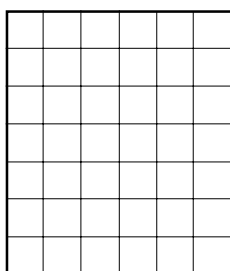
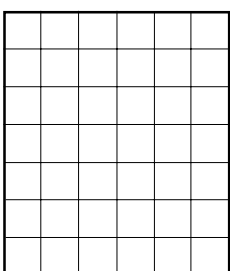
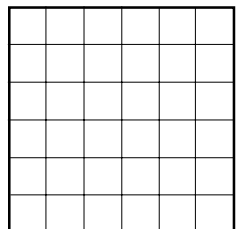
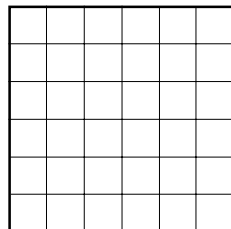
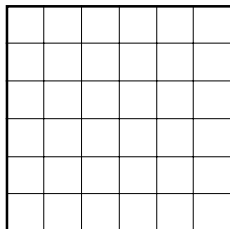
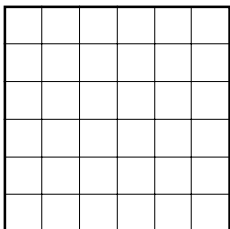
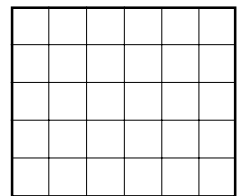
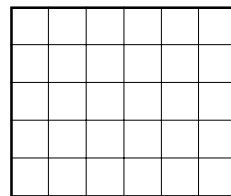
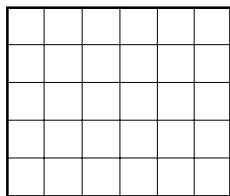
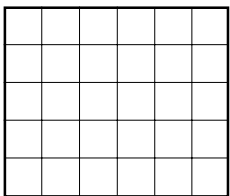
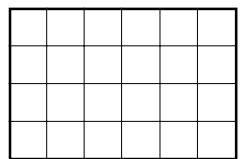
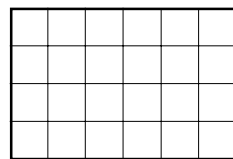
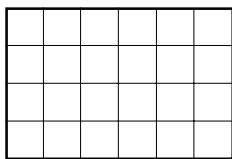
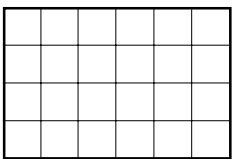
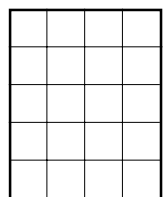
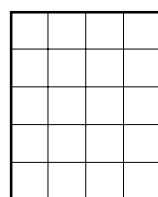
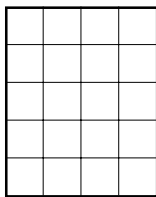
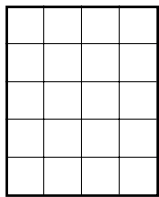
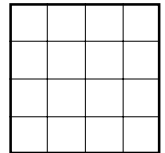
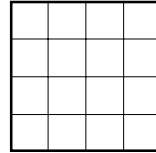
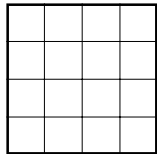
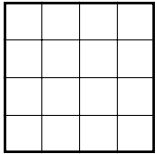
Play on any one of the blank grids below.

One player uses **X** the other uses **O** as their own marks, and they take turns making their marks in the cells of the grid.

Only one mark is allowed in each cell.

No two cells which **touch** along a common edge may have the **same** mark in them.

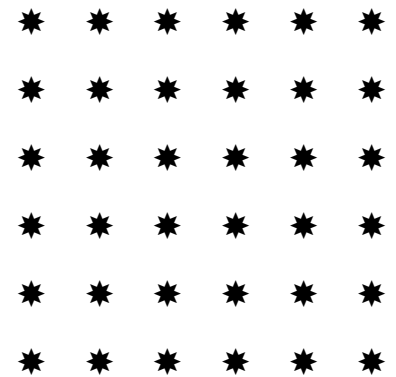
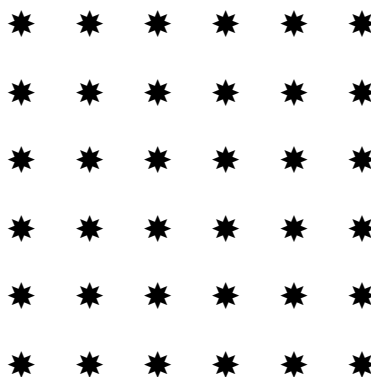
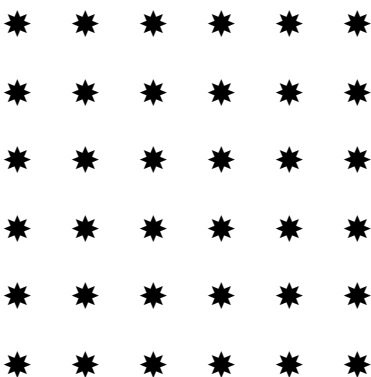
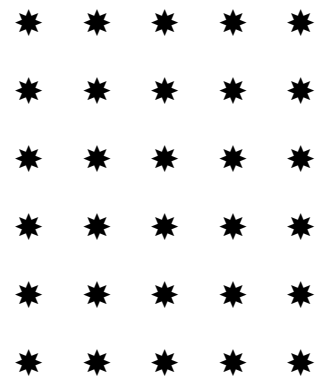
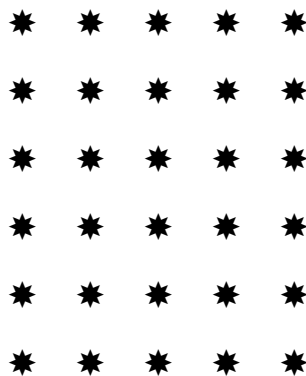
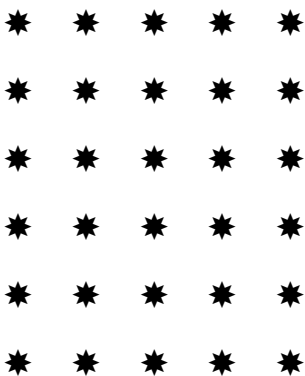
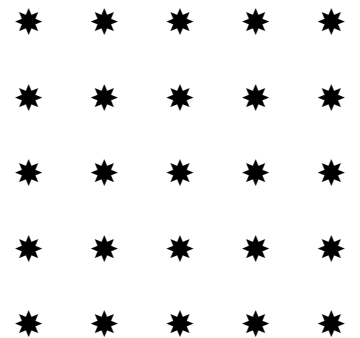
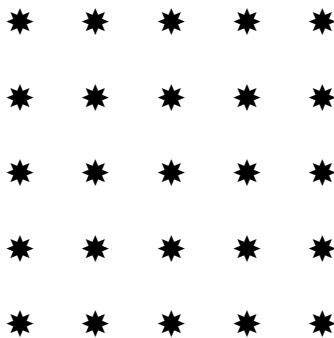
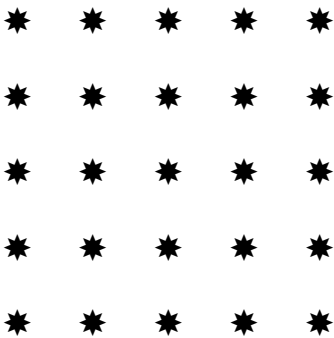
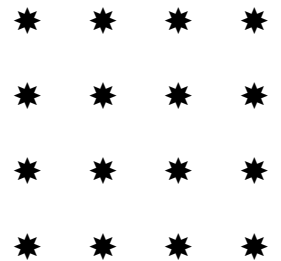
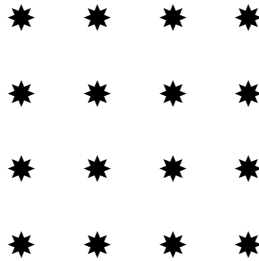
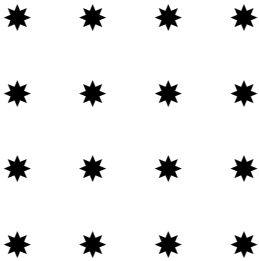
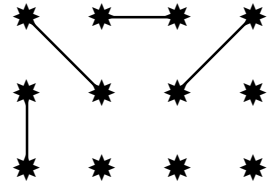
The **winner** is the player who is able to make the **last** allowed mark on the grid.



# Pairings

A game for two players

Play on any one of the blank diagrams below.  
 Players take turns connecting pairs of dots with a straight line.  
 Only dots which are 'next to' each other may be used, moving across, up and down, or diagonally. The 4 possible connections are shown on the right.  
 No dot may be used more than once, and lines may not cross other lines.  
 The **winner** is the player who connects the **last** pair.



# Make - a - Path

A game for two players

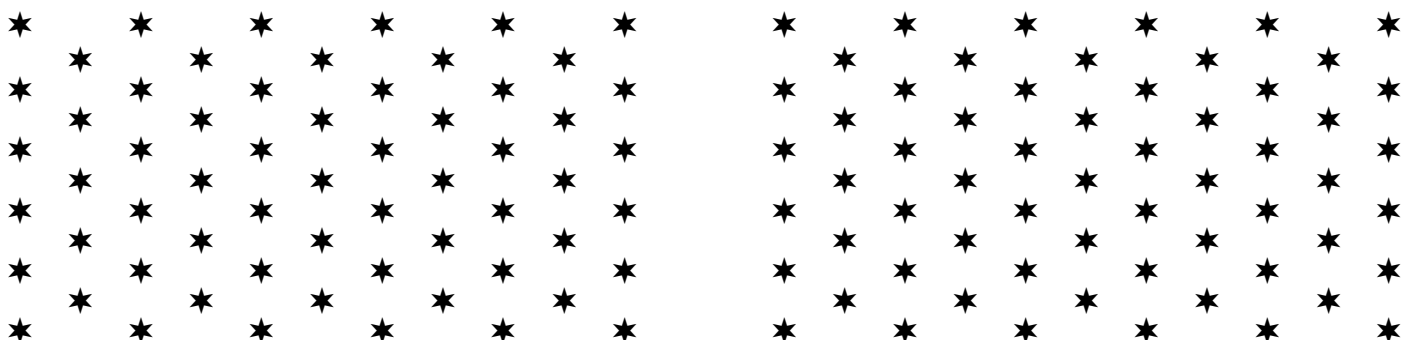
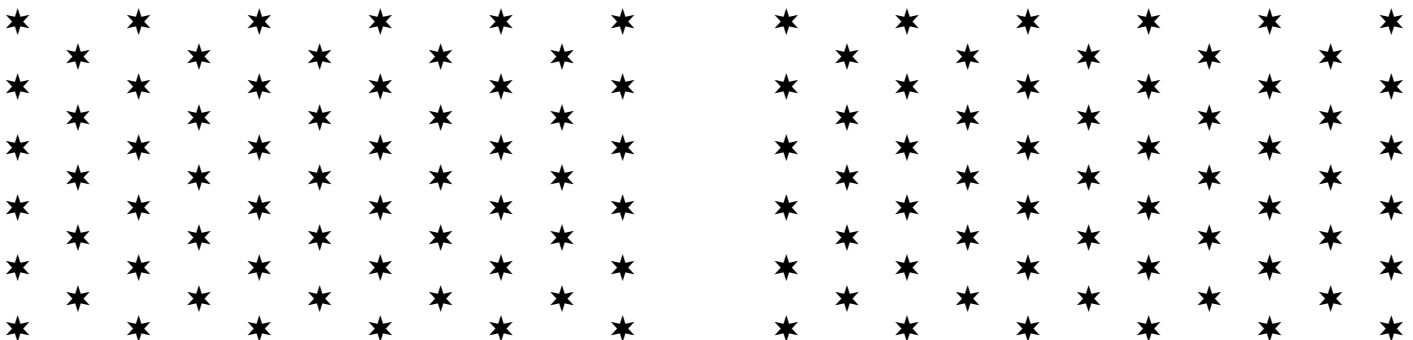
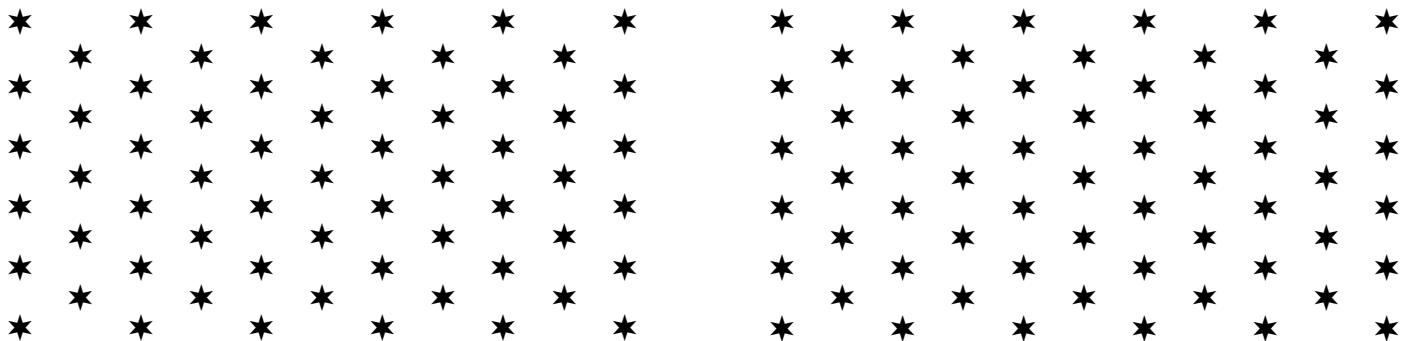
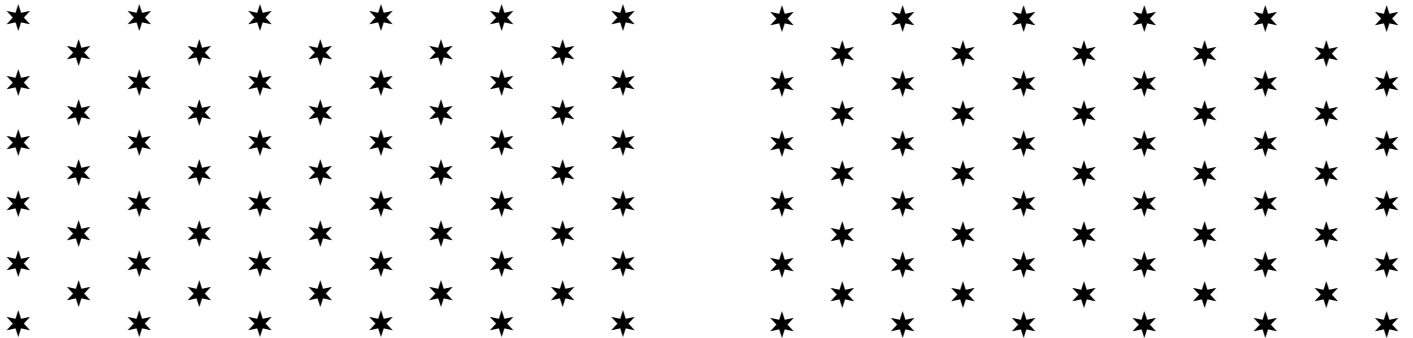
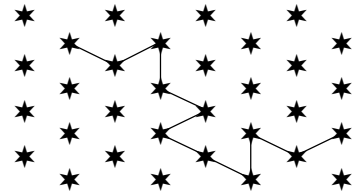
Play on any one of the blank diagrams below.

Between them, players draw a path of straight lines by joining pairs of dots which are next to each other. Only one path is to be made which must at all times be continuous (with no breaks or branches). It must not cross itself, and no dot can have more than 2 lines connected to it.

One possibility is shown on the right.

The first player starts the path by joining any two dots. After that players take turns extending the path by adding one line at a time to either end.

The player who draws the **last** line of the path is the **winner**.



# Cross Outs

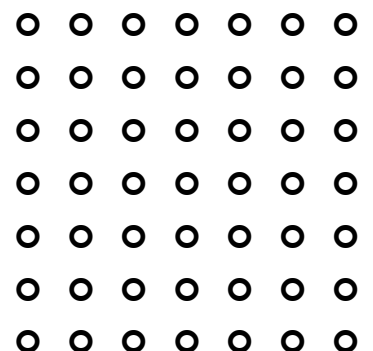
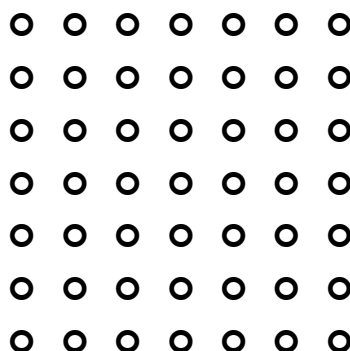
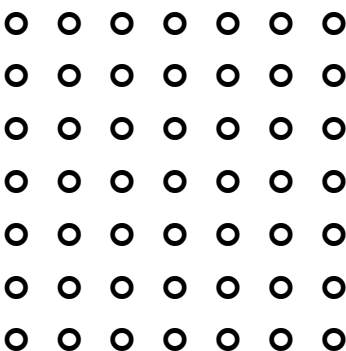
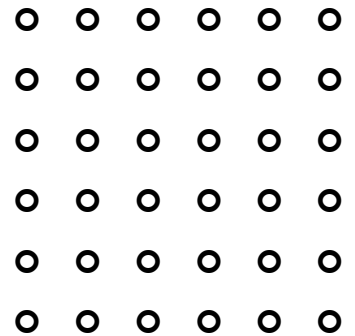
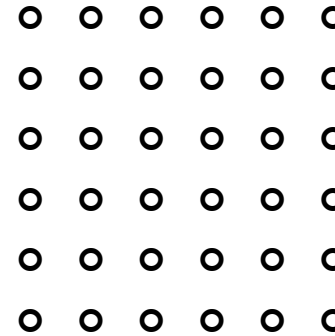
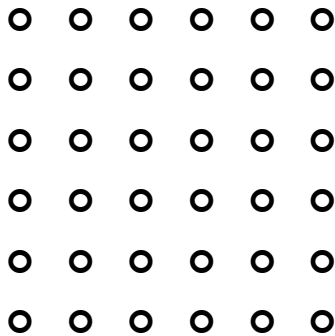
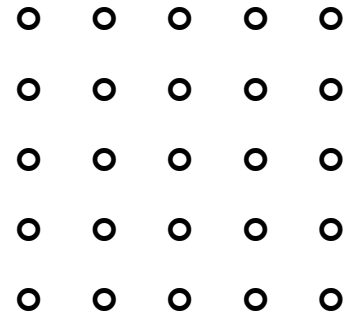
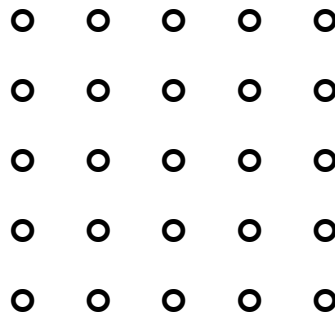
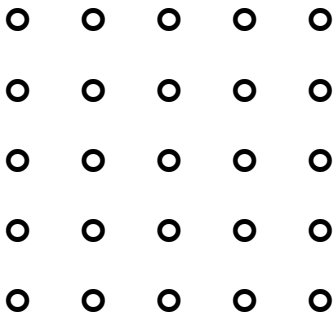
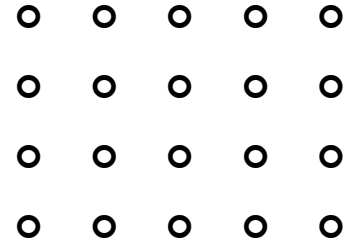
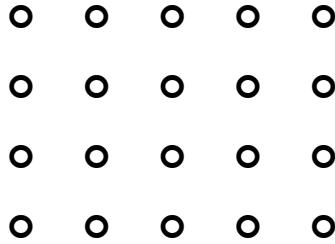
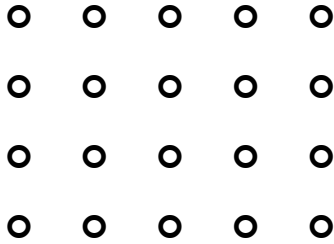
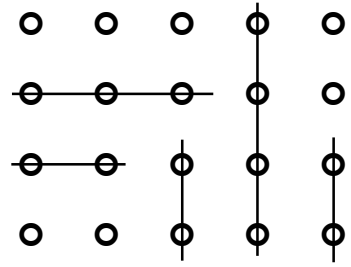
A game for two players

Play on any one of the blank diagrams below. Players take turns.

In any one turn a player may cross out any number of circles, but **must** cross out **at least one**, and all the circles crossed out in a turn must have a single straight line running through them.

The direction of the line may be up and down, across, but **not** diagonally. No circle may be crossed out more than once, and lines must **not** cross one another.

The player who crosses out the **last** circle **loses** the game.

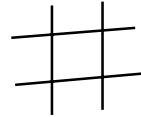




# Noughts & Crosses

## aka Tic-Tac-Toe

Noughts & Crosses is one of the oldest games of the 'pencil and paper' type (over 3000 years by some accounts) and must certainly be about the simplest. Here we start by assuming the 'basic' game, which is played on a 3 by 3 grid, is known and then work variations on that.



**Misox** Played just like the basic game except that, in this case, the player who makes a straight line of three of his or her own symbols **loses** the game.

**Quox** Played in a similar way to the basic game but, in any one turn players may put their mark in as many cells as they like, provided only that all the cells used are in the same straight line, vertically or horizontally, but **not** diagonally. The player who puts in the last mark (or marks) **wins** the game.

**Diox** Played like the basic game but, in addition, players take turns throwing a single die. If the die shows an **odd** number then the player must put a **O** on the grid. For an **even** number an **X** must be put. The winner is the first player to make a complete line of **either** 3 **O**'s or 3 **X**'s.

**Now increase the size of the playing area to a 4 by 4 grid.**

**Wildox** Players take turns putting **either** a **O** or an **X** in any cell. Note that neither player has their own particular mark. The winner is the first player to make a complete line of **either** 3 **O**'s or 3 **X**'s

**Tactox** Players take turns putting in their own particular mark (a **O** or an **X**) in the cells of the grid. In any one turn, players may put their mark in as many cells as they like, provided that all the cells are in the same straight line vertically or horizontally but **not** diagonally, **and** that the cells used form a continuous line. The player who makes the **last** mark, **loses** the game.

**Blox** Players take turns putting in their own particular mark (a **O** or an **X**) in the cells of the grid, making only 1 mark in each turn. Cells which touch each other along a common edge may **not** have the **same** mark in them. The first player who is unable to make a mark, **loses** the game.

**Now increase the size of the playing area to a 5 by 5 grid.**

**Biox** Players take turns putting **two** of their own particular marks (a **O** or an **X**) in the cells of the grid. The **two** cells must be **next to** each other, up and down, across or diagonally. The player who is **last** able to place **two** marks is the **winner**.

**Nextox** Players take turns putting in their own particular mark (a **O** or an **X**) in the cells of the grid, making only 1 mark in each turn. For the first move only, the mark may be placed in **any** cell. Each mark after that **must** be put in a cell which touches the cell used in the previous move either along an edge or at one corner. The first player who is unable to put in a mark **loses** the game.

**Now increase the size of the playing area . . .**

**Fivox** Played like the basic game, but on a larger grid (say 7 by 7 to start with) and the winner is the player who first gets **five** of his or her marks in a straight line. The line may run in any direction (just as with the basic game) but the five cells which define the winning line must touch either at their corners or their edges as appropriate.

**Invent your own game of Noughts & Crosses**

# Variations

Nearly all the games in this unit can have some variation introduced, which not only extends their life, but which also makes for a different game. Different that is in terms of its analysis and determining the best method of play. One of the simplest variations is to change the definition of the final objective so that what was previously required in order to **win** the game now **loses** it. Some other variation that might used are given here.

**Rectangulation** The first player could draw the grid (5 mm squared paper) and the second player put the face in.

**Homlits** Make up other sets of nine (or more) words.

**Nogoes** Additionally, disallow cells which touch at their corners to have the **same** mark in them.

**Pairings**

1. Disallow diagonal connections to be made.
2. Allow **only** diagonal connections to be made.
3. Triplets. Require **three** dots on a straight line to be connected.
4. Play on the diagrams used for Make-a-Path.
5. Using 'dotty' paper, play on other sizes of grids.

**Make-a-Path**

1. Use the diagrams given in Pairings and/or some of the variations given for that.
2. Each player could draw his or her own path and the one with the longest path at the end is the winner. For this the end should be when **neither** player can make a move.

**Cross Outs**

1. Restrict number of circles that may be crossed out to a maximum of (say) three.
2. Allow diagonal lines as well.
3. Try an isometric configuration.

Invent your own variations