**This is an edited version of Games.docx – the first edit. First version? Second version?**

* **It turned out, mDocs assign it Version 1.1.**

**Now I’ve edited the file again.**

**Dots and Boxes.** Remember the time it took to form an array of dots across the page? To play Dots, you need a square of dots on the page (start with 6x6 and challenge your kids to go up to 30x30 or more). Once the square is created, players (2 or more) take turns with a different color pen creating line segments between dots. When a player forms a square with their line, they may put their initial in that square and play again. The game continues until all the lines between the dots have been drawn.

**Sim**. Draw six dots in a hexagon. Two players take turns drawing line segments between each dot in their own color pen. The object of the game is to avoid drawing a triangle in your color pen.

**Sprouts**

**Players:** Two

The players take turns in joining dots according to simple rules, until one player cannot make a move.

**Description**

Start by drawing two or more spots on a piece of paper.

Players then take turns to make a move, according to the following rules:

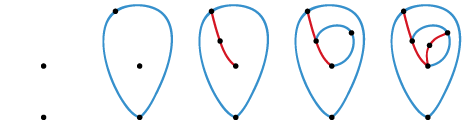
* Draw a line joining two spots, or a single spot to itself. The line must not cross another line or pass through another spot.
* Draw a spot on the new line.
* No more than three lines can emerge from any spot.

The last player to be able to move wins.

The game is remarkably complicated, and even starting with two spots leads to an interesting game.

**Example**

In the following sample game with two spots Blue has the first move, and Red wins after 4 moves because Blue has no move:



**History**

Sprouts was invented by the mathematicians M. S. Paterson and John H. Conway, and was described and analysed in Berlekamp, Elwyn R., John H. Conway, and Richard K. Guy (1982), Winning Ways for your Mathematical Plays - Volume 2, Academic Press, ISBN 0-12-091102-7, pp. 564-568.

## Countdown

**Players:** Two or more

Players compete to find the longest word from a set of 9 letters.

### Description

The players take turns in choosing letters until 9 letters have been named. They then try to construct a word using just those letters.

The player who has found the longest word scores one point per letter, or double for a nine-letter word. In the case of a draw both players score.

#### Example

For example, if the players chose the letters:

Example

the players might find QUERY and TORQUE, TORQUE being the winner and scoring 6 points.

#### Variations

The game can be played with any number of letters; 8, 9, or 10 letters are good lengths.

An interesting variant is to include a "?" as a wildcard, which each player can use as any letter they wish.

**Cootie**

The object of this game is to draw a completed cootie bug before the other players. Provide each player with a piece of paper and a pencil. Players roll a die to complete their bug. Every time, the number of dots on the die represents a different body part:

* 1 = body
* 2 = head
* 3 = antennae, hat, or bow
* 4 = eye,
* 5 = tongue, teeth, or lips
* 6 = a leg

Have each player roll the die and the player with the highest roll goes first. A player must start by throwing a one for the body and then a two for the head. If a player cannot roll the required numbers, they lose their turn and must try again on their next turn. After a player gets the body and head, cootie parts can be added in any order a player desires. However, if a player rolls a number of a cootie body part they already have, their turn is over. When a player successfully rolls a needed number, they get a free roll to attempt to get another body part. The winner of the game is the first to finish their cootie.