

Name: **Grid**TM

Age: 7+

Skills: Planning, Strategy, Decision Making, Predicting

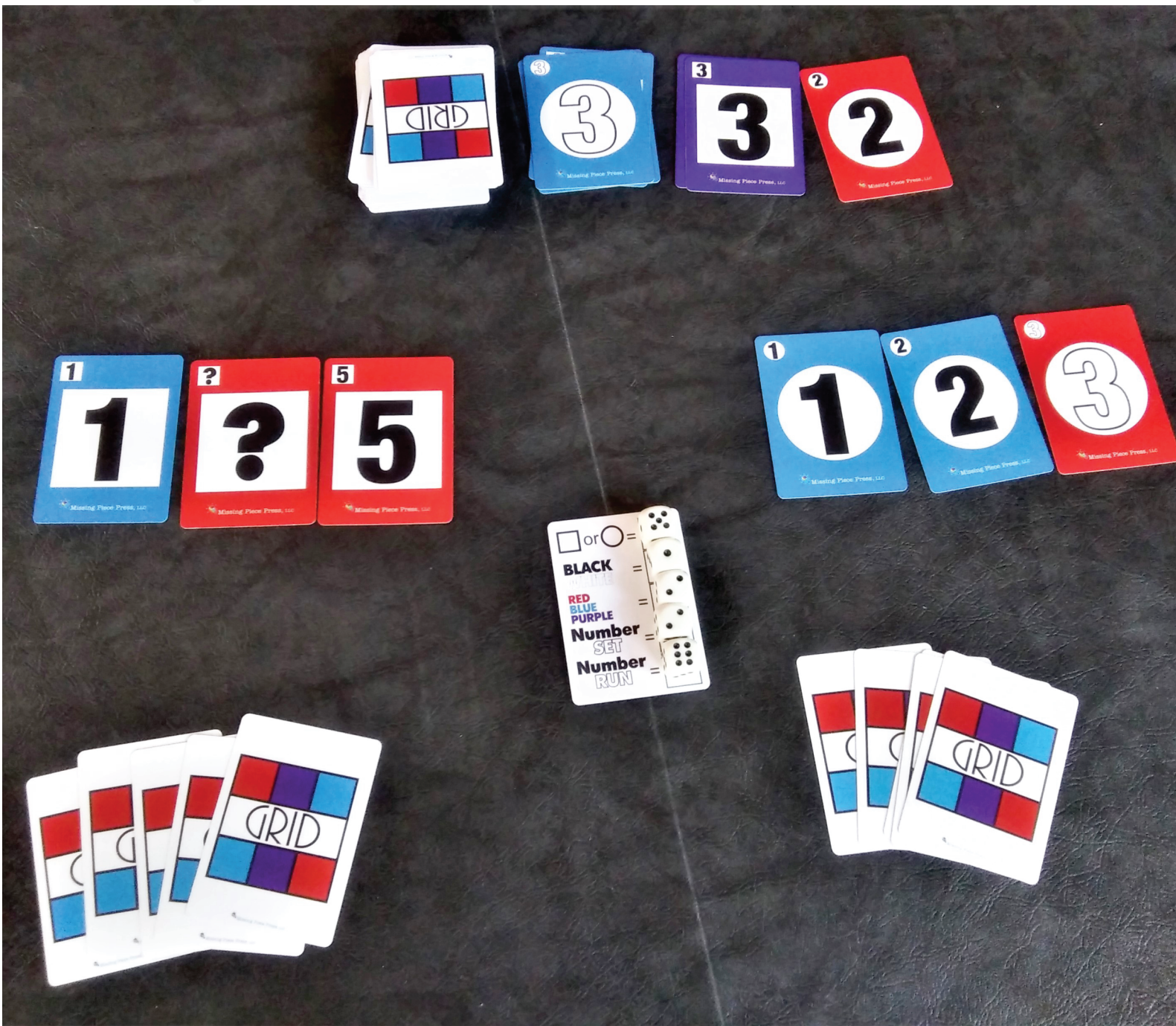
Components: 86 Playing Cards, 5 Dice, 1 Rule Sheet

Description: I was thinking about Tic-Tac-Toe. Pretty simple game but, it still engages young minds...for awhile. Hmm...could I revise that in a way that would be challenging for older kids and adults. Well, I think I got it! One other unique thing I like about the game is the **EVER** changing point system. It can totally change your whole focus of the game from trying to get all of a certain color in a row to making the priority be the same shape! It definitely fits the : "A LITTLE Thinking...a LOT of FUN!" motto!

Yep, you're building a 3 x 3 GRID! You have to start with the upper left hand corner of your GRID. But, wait, what are you trying to do?! Well, you're wanting POINTS...lots of points. So, start with rolling the die and placing them on the point card. These are the points for the round. 3 in row that are all circles or all squares MIGHT earn you 2 points. All black or white numbers COULD earn 4 points. All of the same color - MAYBE = 6! Number SETS = who knows? Number RUNS = roll the die!

Once the GRID is made - score it up! The next round...everything could change!

A GREAT game for the whole family!



A LITTLE thinking...a LOT of fun![®]