

Walled-In™

Work it Out to Wall it In

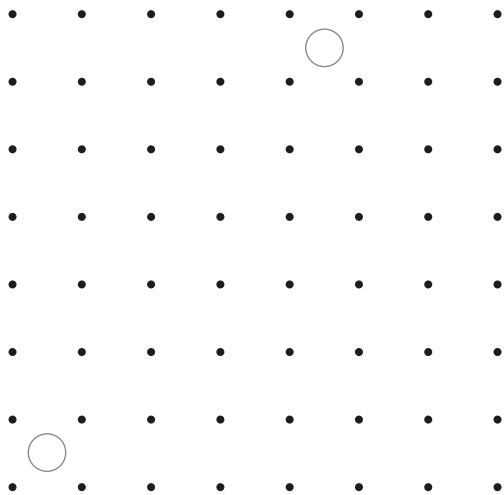


PROMOTING COGNITIVE SKILLS
CONCENTRATION
ABSTRACT REASONING
STRATEGIC THINKING
OBSERVATION

Here's your freebie paper version of the game, as promised. You can see how fiendishly clever it is. But of course, you don't get the touchy, feely sensations of the real board game.

In the grids below, take turns drawing a single horizontal or vertical line between two adjacent dots. The player who completes the fourth side of a box earns one point (marked by their initial in the box) and takes another turn. You earn an extra point for completing a box with the outlined cycle in the centre. The game ends when no more lines can be placed. The winner of the game is the player with the most points.

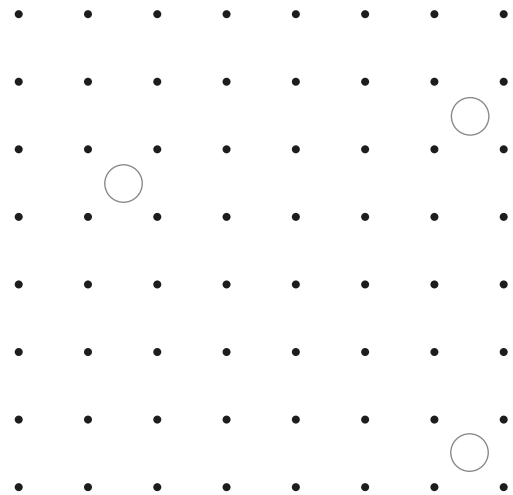
Note: *The circles represent the white tiles that you would get in the game (one white tile = one extra point).*



WINNER:

○ = 1 extra point

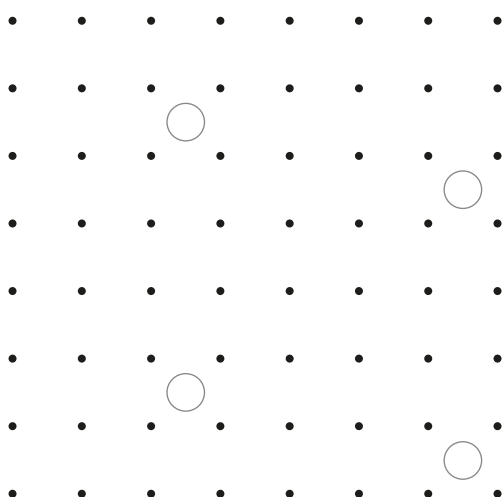
2 player game



WINNER:

○ = 1 extra point

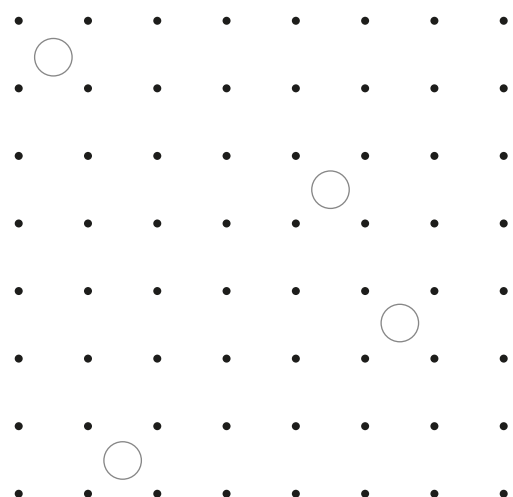
3 player game



WINNER:

○ = 1 extra point

4 player game



WINNER:

○ = 1 extra point

4 player game