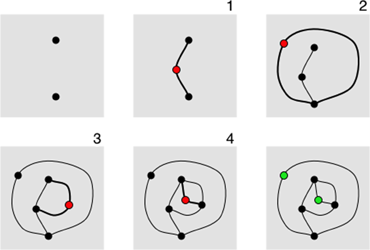
Marker and whiteboard (or paper) games (2-player)

**Sprouts rules**

The game is played by two players, starting with a few spots drawn on a sheet of paper. Players take turns. Each turn consists of **drawing a line between two spots** (or from a spot to itself) and **adding a new spot somewhere along the new line**. In normal play, the player who makes the last move wins. In misère play, the player who makes the last move loses.

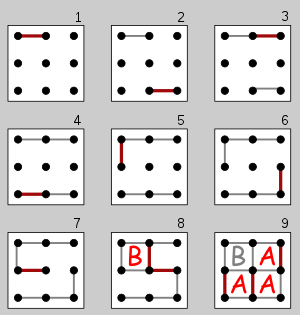
* A new line may be straight or curved, but **cannot cross itself or any other line**.
* **No spot may have more than three lines** attached to it.



## **Dots and Boxes rules**

Also called Capture. Played by two players on a grid of dots.

* Players take turns **connecting two dots** (horizontally or vertically).
* A box **is marked with a player's letter** (captured) if they close that box by completing the final side. **You must draw another line after making a capture**. A player may make multiple captures in a single turn.
* The player who captures the most squares wins.



## **Connect6 rules**

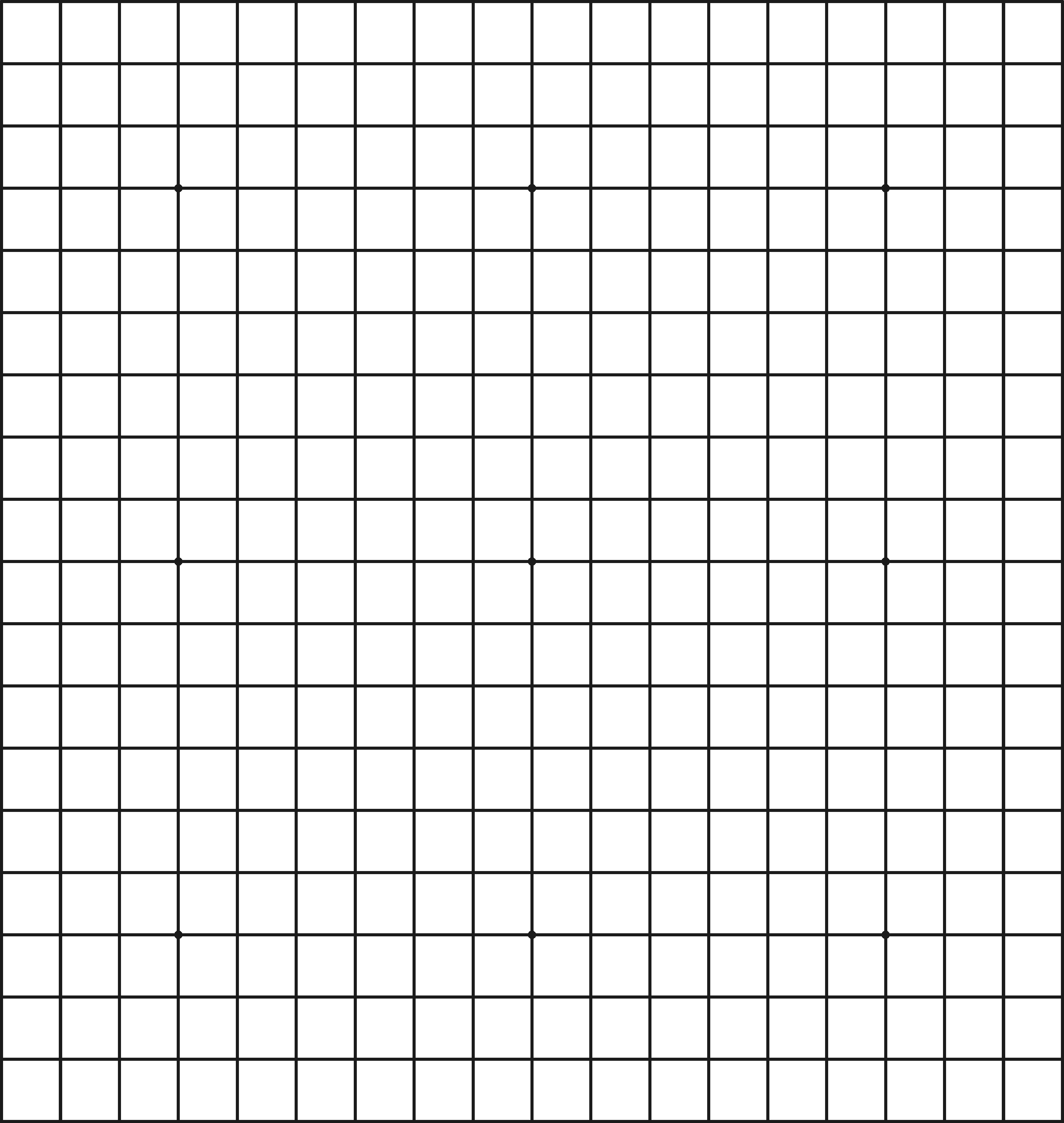
There are two players. X and O.

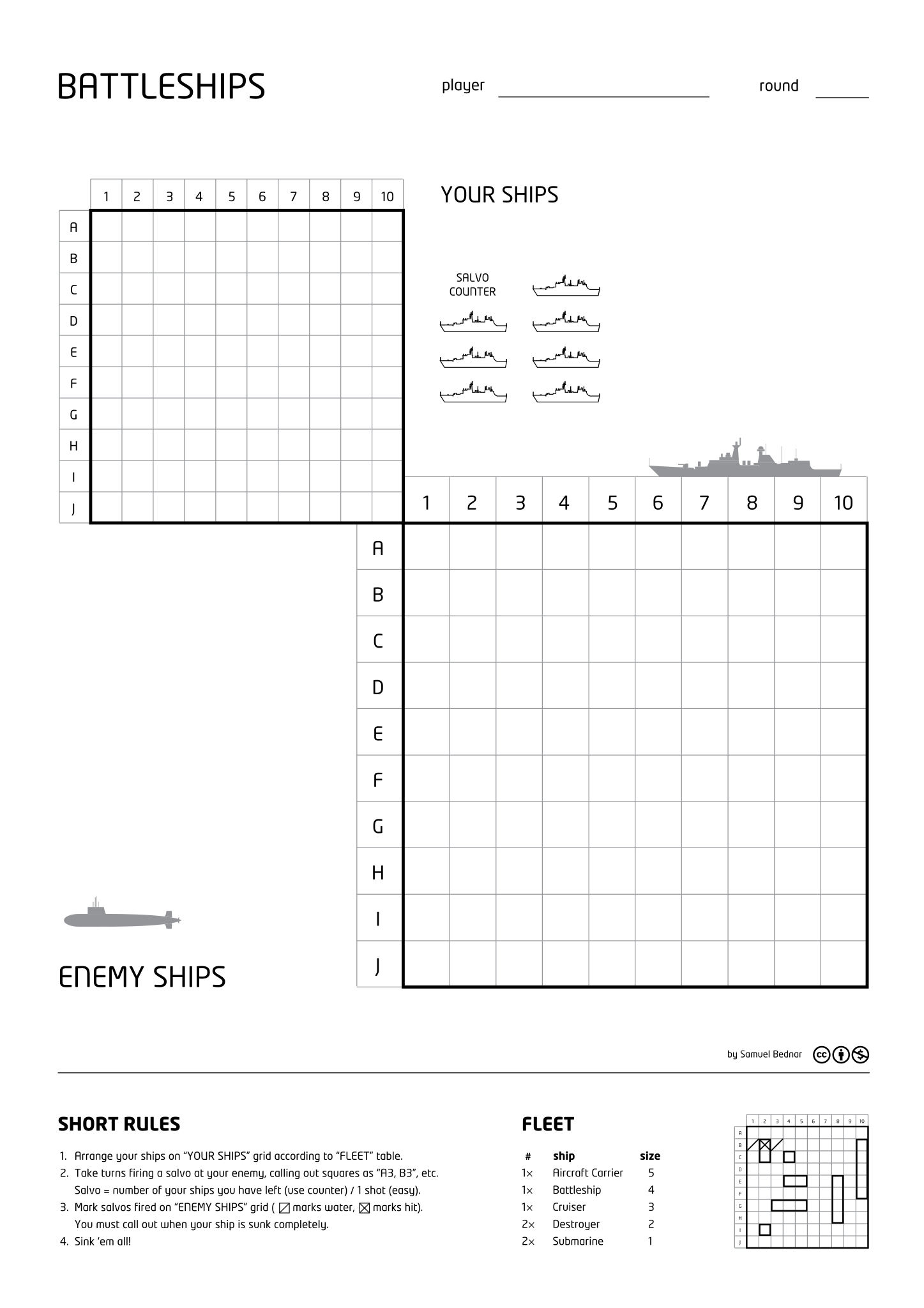
Connect6 is played on a square grid like tic-tac-toe. Grids smaller than 6×6 are automatic draws. 19×19 Go boards may be most convenient. For a longer and more challenging game, try 59×59.

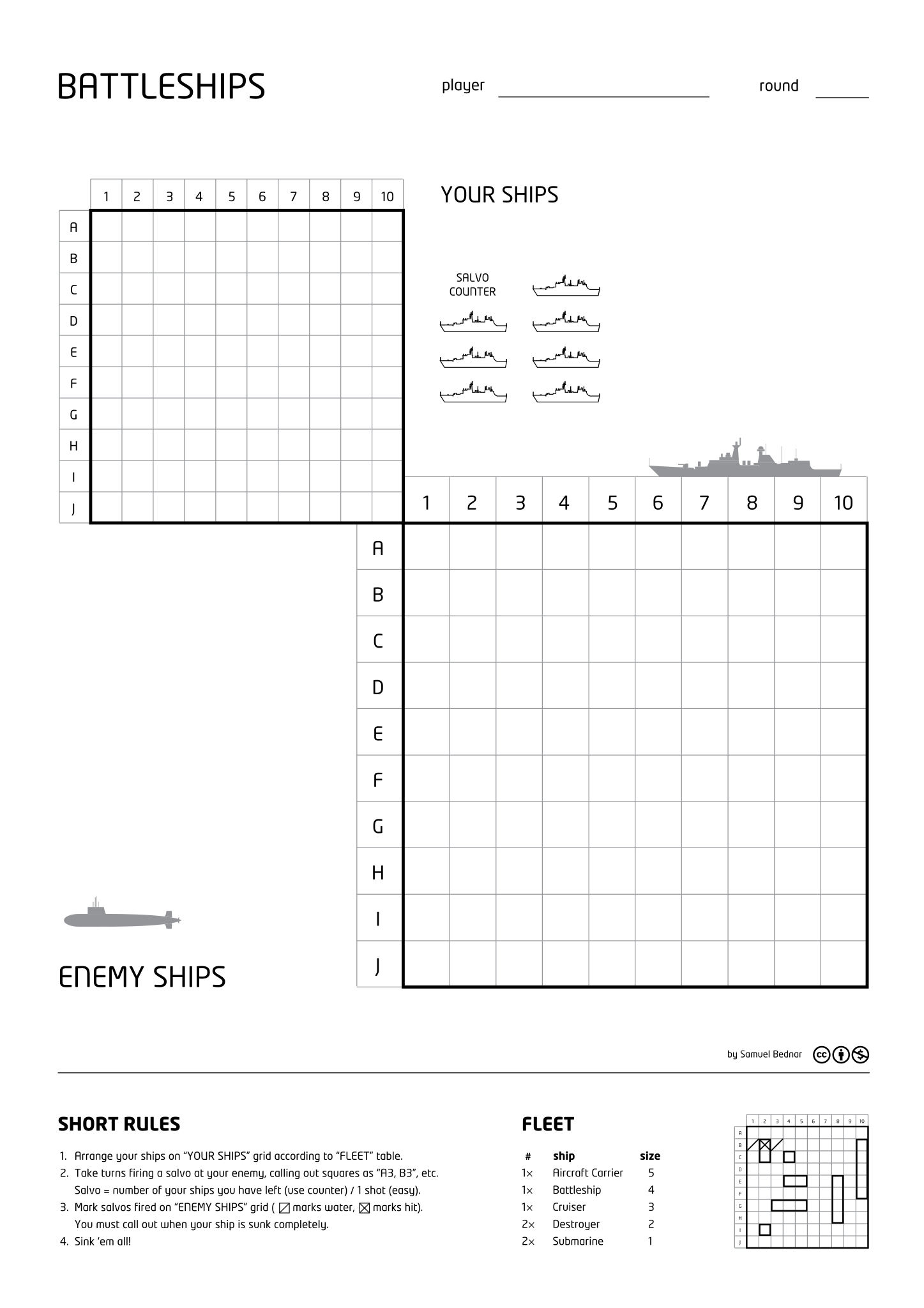
**X plays first, putting one X** in one box. Then **X and O take turns, each placing two stones** in empty boxes each turn.

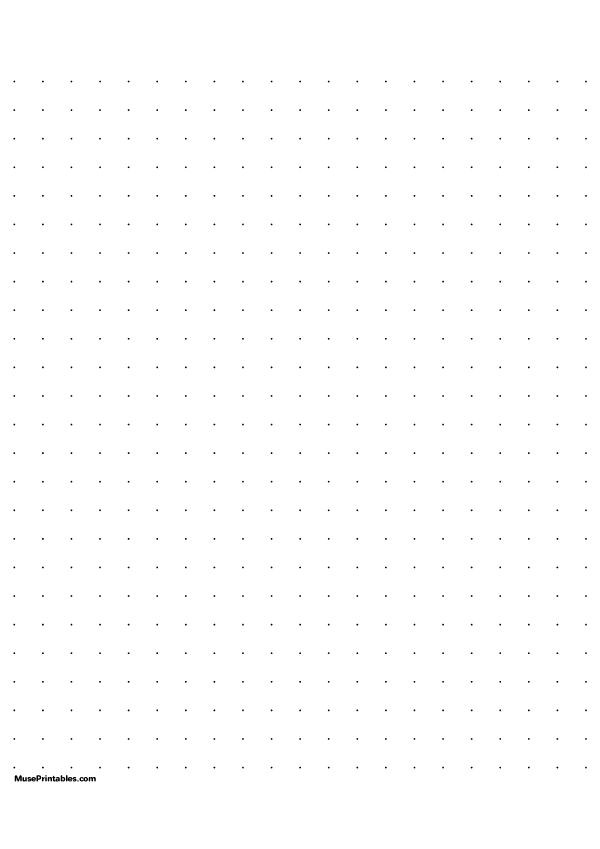
The first player to get **six or more stones in a row (horizontally, vertically, or diagonally) wins**.

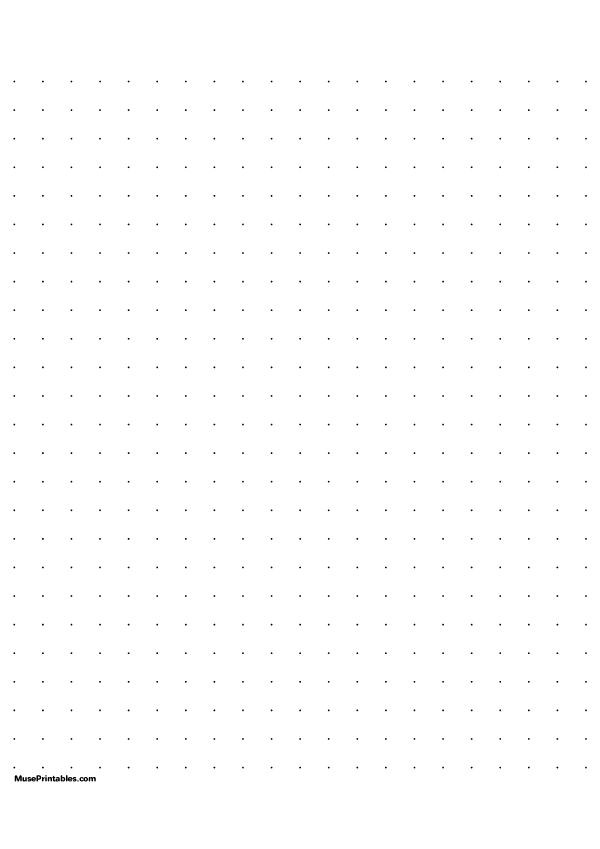
The handicap of black only playing one stone the first turn makes the game fair; unlike games such as tic-tac-toe and Connect Four, which give the first player a large advantage.











Games to play with markers

