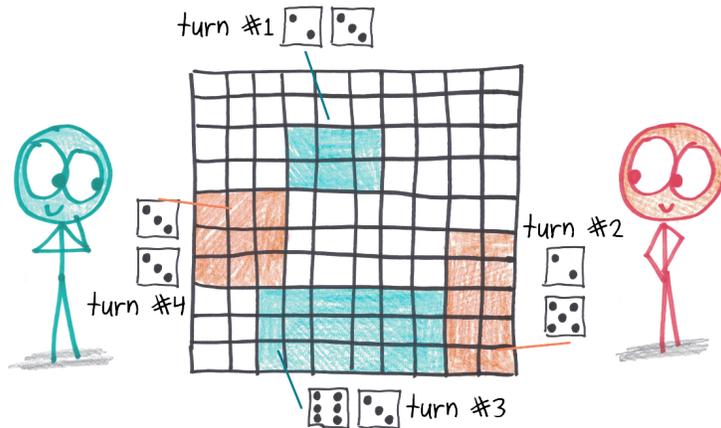


Gridlock: A Game of Filling Arrays

This collaborative game from Stanford education center *YouCubed* is one of those rare classroom games that's diverting enough to play for fun. You need two standard dice (easily simulated; search Google Dice) and a 10-by-10 grid.

Play in pairs, with the shared goal of **filling up as much of the grid as you can**. On each turn, **roll the two dice**. Say you get 4 and 5; you must **then shade in a 4-by-5 rectangle anywhere on the grid**. **The game ends when there is no room to place the next rectangle**.



It takes exceptional luck to fill the whole grid. At worst, your first two turns might be 5x5 and then 6x6, leaving you with 75 unfilled squares! But most of the time, your fortune will fall somewhere in between.

As in Tetris, the challenge is fitting together awkward shapes.

If you prefer a competitive version, then give each player their own 10-by-10 grid. The winner is whoever's board comes closer to filling up. But there's a twist: *you may, if you wish, play on your opponent's board*.

Why would you? Well, for example, if you roll 1 and 3, then playing that rectangle smack in the center of your opponent's board can mess up their whole plan, for the price of 3 measly points!