

Games of Squares

INSTRUCTIONS

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Catalog No. 1-08430-01



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Acknowledgments

The American Printing House for the Blind (APH) would like to thank the following instructors, parents, and adult consumers for field testing the prototype of **Games of Squares**:

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Special thanks, too, to the **71** students and adults who played the game during field testing. Their feedback guided and influenced the final product design.



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Overview

Games of Squares accommodates a variety of common board games, as well as some original games. The 8 x 8 grid board and accompanying game pieces incorporate needed color contrast and distinctive textures and shapes that can be easily discriminated by children, students, and adults with visual impairments and blindness. These games are intended to be enjoyed with sighted peers. Recommended ages: 5 years and up (depending on chosen game)

THIS BOOKLET PROVIDES INSTRUCTIONS FOR THE FOLLOWING GAMES:

- Tic-Tac-Toe
- Checkers
- Trading Places
- Lucky Roll
- Square It
- Corner Chase
- Zigzag

Variations to the suggested games, as well as the creation of additional games by the teacher, parent, or student, are encouraged. Some starter ideas are provided in “Beyond ’s and ’s” at the end of this booklet.



WARNING



CHOKING HAZARD - Small parts. Not intended for children ages 5 and under without adult supervision

GAMES OF SQUARES INCLUDES THE FOLLOWING PARTS:

(1) 8 x 8 grid board

Note: The customer is asked to apply one white, loop Velcoin® to the center of each grid square.

(30)  /  game tokens

Note: The customer is asked to apply the  and  hook Velcro® pieces to the corresponding ends of each game token.

(40) Red masking squares

Note: The customer is asked to apply one white, hook Velcoin® to the center of each red masking square.

(65) Black U-channel pieces

(10) Black  “crown” foam pieces

(10) Red  “crown” foam pieces

(2) Sorting/storage trays

(2) Tactile dice

(1) Flip-over style Large Print/Braille Instruction Booklet

(1) Carrying/storage box







Games of Squares



TIC-TAC-TOE

NUMBER OF PLAYERS: 2

MATERIALS:


- 7** Red masking squares
- 5** Game tokens per player—one player is assigned 's and the other player is assigned 's
- 2** Storage trays (one for each player) [optional]

INITIAL SETUP

Use seven red masking squares to create a 3 x 3 grid in one of the four corners of the game board. Each player is provided five game tokens (either 's or 's).



GAME RULES

Players alternate placing their game tokens within the grid, each with the goal of being the first to get three of his game tokens in a row—horizontally, vertically, or diagonally. Typically, the player with  game tokens goes first.

WINNER

The player who is the first to place three of his game tokens in a horizontal, vertical, or diagonal row wins the game. In the event that neither player gets three of his game tokens in a row, the game is a draw.

VARIATION

Expand the size of the playing area to a 5 x 5 grid. The first player to get four (or five) of his game tokens in a row wins the game. This game is played similarly to the commercially available Connect Four®.



ADDITIONAL SUGGESTIONS

Play a series of consecutive games. The first player to win 3 out of 5 games, 4 out of 7 games, etc., wins the overall tournament of TIC-TAC-TOE.







Games of Squares



TRADING PLACES

NUMBER OF PLAYERS: 2

MATERIALS:

- 10** Game tokens per player—one player is assigned 's and the other player is assigned 's
- 1** Tactile die

INITIAL SETUP

In two opposite corners of the game board, position 10 like game tokens in a triangular pattern—10 's in one corner and 10 's in the other. Each player chooses a home base corner. Players roll the tactile die to determine who goes first; the player who rolls the higher number goes first.



GAME RULES

- Players alternate turns moving one game token at a time, either moving it to an adjacent square OR moving it in a chain of multiple hops or jumps in the direction of their opponent's home base corner. A hop consists of jumping directly over one's own piece(s) or over the opponent's to an unoccupied space.
- After each hop, the player may either finish her move, OR, if possible, continue hopping over other tokens one at a time.
- Jumping over two or more tokens (one's own or an opponent's) in a single jump is not allowed.
- Game tokens are never removed from the game board during play.
- The basic strategy is to find the longest hopping path that leads closest to or into the opponent's home base corner. Occasionally, a player will be able to move a token all the way from her home base corner and into the opponent's home base on the opposite side of the board in a single turn.

WINNER

The first player to transfer all of her pieces to the opponent's "home base" corner





Games of Squares

SQUARE IT

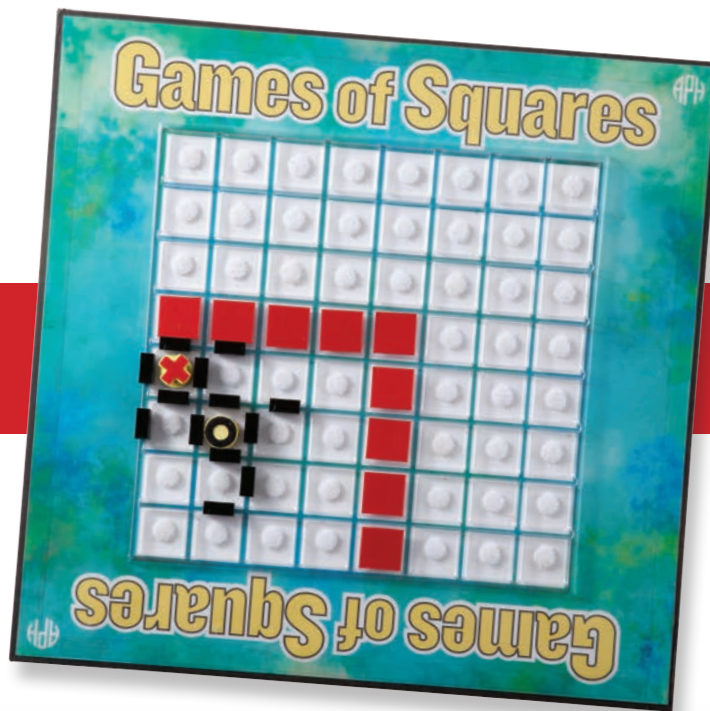
NUMBER OF PLAYERS: 2

MATERIALS:

- 9** Red masking squares
- 16** Game tokens
- 40** Black U-channel pieces
- 1** Shared storage tray to hold game tokens and U-channel pieces
- 1** Tactile die

INITIAL SETUP

Use nine red masking squares to create a 4 x 4 grid in one of the four corners of the game board. Provide one storage tray that holds all 16 game tokens and 40 U-channel pieces that the two players can share. Players roll the tactile die to determine who goes first; the player who rolls the higher number goes first.



GAME RULES

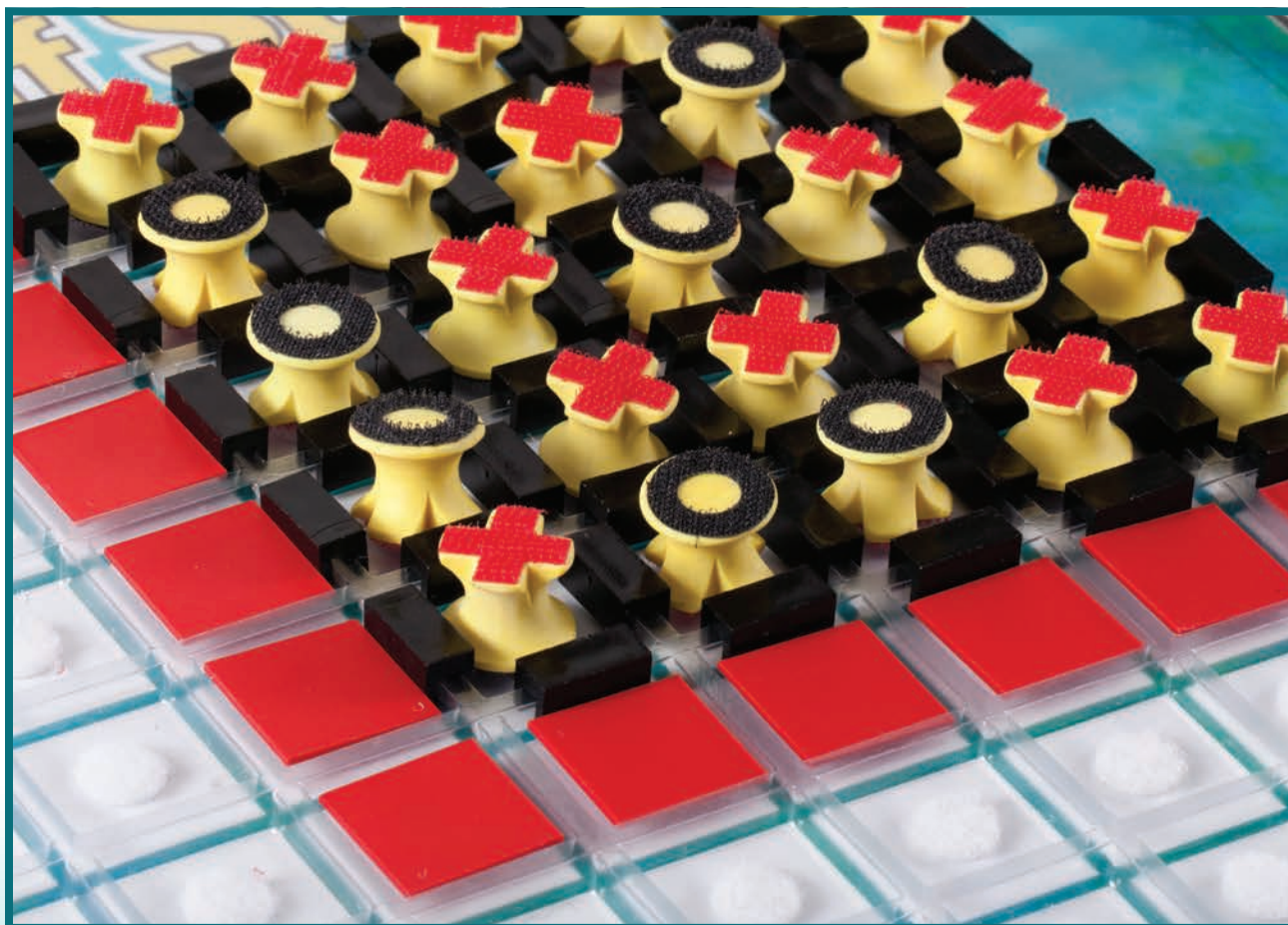
Players take turns adding sides of squares within the 4 x 4 grid. To add or “draw” a side of a square, a player snaps a black U-channel piece onto any horizontal or vertical raised bar of the grid. The player who completes the fourth side of a square (or box) places his assigned game token (X or ●) inside the finished box. Essentially, if a player completes a square (or box), he owns it for the rest of the game. Each time a player completes a square, he takes an additional turn. The game is over when no more lines (U-channel pieces) can be added to the grid and all of the squares have four finished sides.

WINNER

The player who owns the most squares after all of the lines have been “drawn” on the grid

VARIATION

Enlarge the grid area by making a 5 x 5 matrix. This larger grid will require the use of 11 red masking overlays to define the playing area, 25 game tokens, and 60 black U-channel pieces.













Games of Squares

ZIGZAG

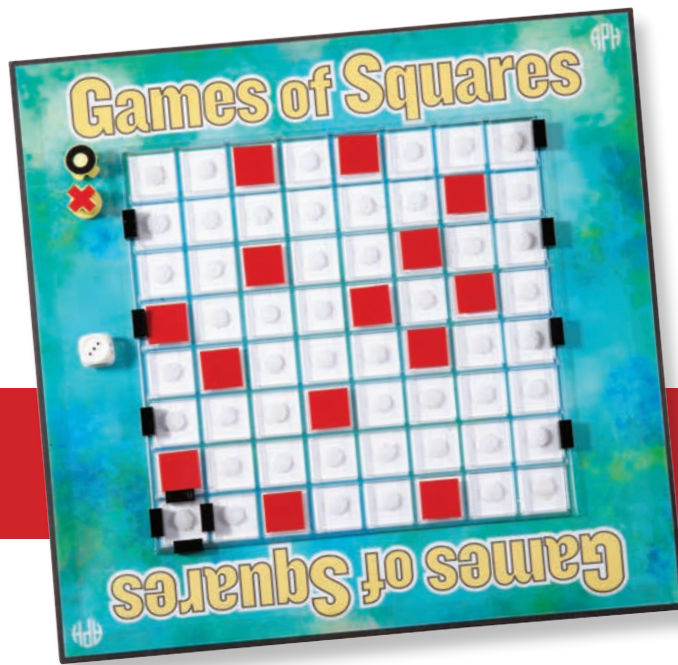
NUMBER OF PLAYERS: 2-4

MATERIALS:

- 1** Game token per player—one player is assigned  and the other player is assigned 
 - 1** Tactile die
 - 10-15** Red masking squares
 - 11** Black U-channel pieces
- Optional: Crown pieces—one  and one  [Use these to create additional, tactually-discernible game tokens for Player 3 and Player 4. Affix one  and one  to the corresponding tops of the game tokens.]

INITIAL SETUP (FOR 2 PLAYERS)

Randomly place 10-15 red masking squares as OBSTACLES within the 8 x 8 grid. Position the two game tokens next to the left-most square in the top row, outside of the grid area; this area serves as the START position. Form a FINISH box by positioning four black U-channel pieces around the sides of the left-most square in the bottom row. Position a black U-channel piece at the right-most ends of the first, third, fifth, and seventh rows to indicate left-to-right movement. Likewise, position a black U-channel piece at the left-most ends of the second, fourth, and sixth rows to indicate right-to-left movement. Essentially, game tokens move left to right along odd rows and right to left along even rows. *Game tokens always move toward the U-channel piece,* consequently following a zigzag pattern from the top row to the bottom row. Players roll the tactile die to determine who goes first; the player who rolls the higher number goes first.



GAME RULES

- Players alternate turns by rolling the tactile die and moving their assigned game tokens the rolled number of spaces on the game board.
- The movement from START to FINISH should follow a zigzag pattern from the top row to the bottom row. That is, game tokens should move from left to right along the first, third, fifth, and seventh rows of the game board and from right to left along the second, fourth, sixth, and eighth rows of the game board until the FINISH box is reached.

- If a complete move is prevented by a red masking square or OBSTACLE, the player loses a turn. For example, if there is a masking square in the third box of the top row and the player rolls a 3 that prevents a move into an open white box, the player loses her turn.
- If a player lands on another player's token, she can return the opponent's positioned game token back to START.
- **Important:** In order to win, a player must land inside the FINISH box on an exact roll of the die.

WINNER

The first player to land inside the FINISH box

ADDITIONAL SUGGESTIONS

- If a third or fourth player is added, continue to use the same game rules. No adjustments are needed.
- If desired, two tactile dice can be used. Add the total of both dice together to determine the number of spaces to move. That is, if 4 is rolled on one die and 2 on the other, the player can move a total of 6 spaces in one turn.











Games of Squares

CHECKERS

NUMBER OF PLAYERS: 2

MATERIALS:

- 32** Red masking squares
- 12** Game tokens per player—one player is assigned 's and the other player is assigned 's
- 6** “Crown” pieces per player (either 's or 's depending on their game token assignment)
- 2** Storage trays (one for each player to store captured game tokens and crown pieces)

INITIAL SETUP

Position red masking squares into the game board grid to create a checkerboard pattern of alternating red and white squares. The first three rows of one side of the board are occupied by ●-shape game tokens inserted into the available white, unmasked squares. The first three rows on the opposite side of the board are occupied by X-shape game tokens inserted into the white, unmasked squares. All game tokens should be firmly positioned onto the loop Velcro® tabs. Each player starts with 12 pieces that are closest to his edge of the board. The board is placed between the two players.



GAME RULES



- The player with black ●-shape game tokens moves first; players then alternate moves.
- Moves are only allowed on the white, open squares with Velcro tabs. *Pieces always move diagonally.*
- Single pieces are always limited to forward moves toward the opponent's side of the board.
- A piece making a non-capturing move (not involving a jump) may move only one square.
- A piece making a capturing move (a jump) may leap over one of the opponent's pieces, landing in a straight diagonal line on the other side into an unoccupied square.
- A player cannot jump his own piece.
- A player cannot jump his opponent's piece twice within the same move.
- Only one piece may be captured in a single jump; however, multiple jumps are allowed on a single turn.
- During multiple jumps, the player's piece can shift directions (to the right or to the left) as long as it follows a diagonal path. If several jumps are made in succession on a single turn, the player captures all of the jumped pieces belonging to his opponent.

GAME RULES (Continued)

- If a player is able to make a capture, there is no option—the jump must be made. If more than one capture is possible, the player is free to choose whichever “capture” route he prefers. However, he must always complete a chosen multiple jump and capture all available pieces belonging to his opponent. *Every opportunity to jump must be taken!*
- When a piece is captured, it is removed from the board and placed in the player’s storage tray.



CROWNING KINGS

When a piece reaches the farthest row from the player who controls it, it is crowned a “king” with a foam (smooth texture)  or  crown to match the player’s game token assignment.

[Note: In a commercially available game of Checkers, pieces that have been captured by the opponent are used to crown kings.]



Kings follow these rules...

- A piece that has just been crowned a king cannot continue jumping pieces until the next move.
- Kings are limited to moving diagonally, but may move forward and backward.
- Kings may combine jumps in several directions—forward and backward—on the same turn. However, a king cannot jump over one of the player’s own pieces.
- A piece, whether it is a king or not, can jump a king belonging to the opponent.

WINNER

A player wins the game when the opponent cannot make a move either because...

1. ALL of the opponent's pieces have been captured OR
2. ALL of the opponent's pieces are blocked and unable to make any legal move OR
3. The opponent FORFEITS the game before it has ended.

The game is considered a “draw” if neither player can accomplish #1 or #2 above.

ADDITIONAL SUGGESTION

Consider setting a time limit on each move. For example, a player must execute a move within 5 minutes.





Games of Squares

LUCKY ROLL

NUMBER OF PLAYERS: 2

MATERIALS:

- 25** Game tokens
- 2** Tactile dice

INITIAL SETUP



Within the upper, left-most corner of the game board, randomly place 25 game tokens to create a 5 x 5 matrix. Position 12 of the tokens so that the ●'s are upright and position 13 of the tokens so that the X's are upright (or vice versa). Players roll a tactile die to determine who goes first; the player who rolls the higher number goes first.



GAME RULES

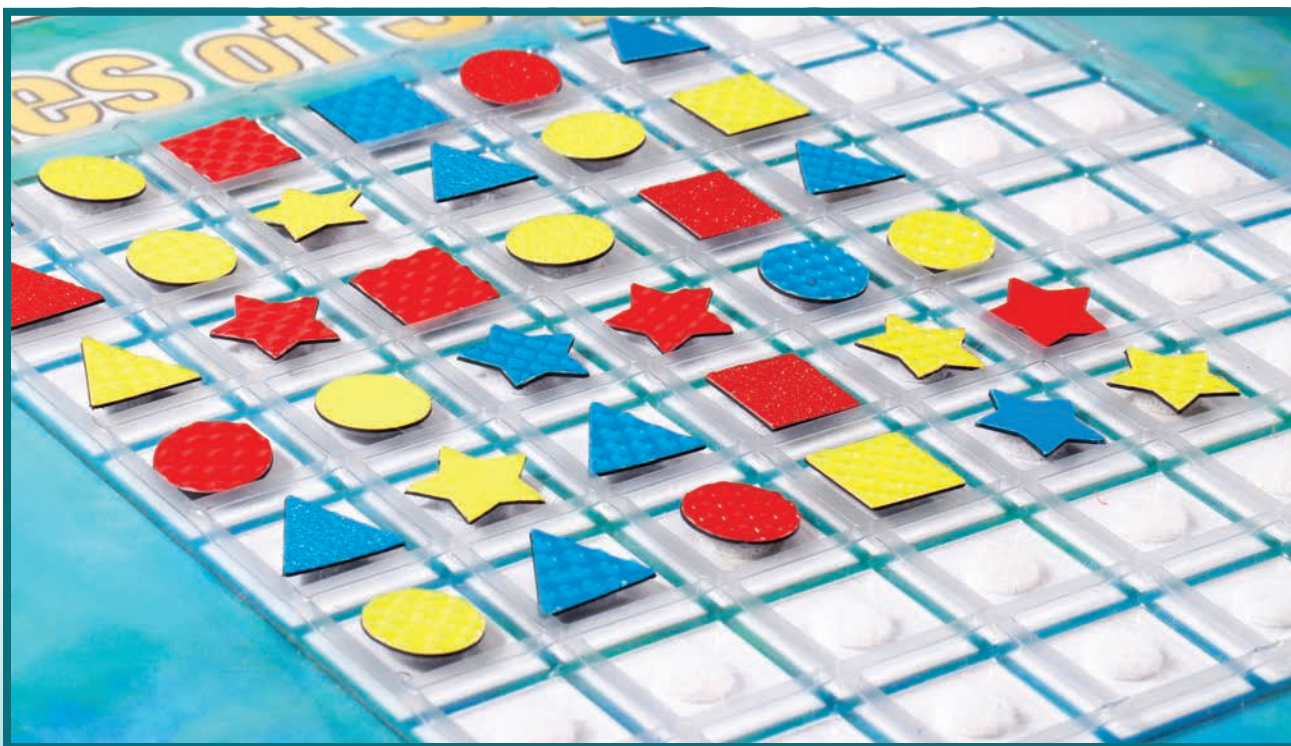
- Players take turns rolling the dice.
- On each player's turn, the number rolled on the first die indicates the "ROW" number and the number rolled on the second die indicates the "COLUMN" number. The player removes the game token located at the "rolled" coordinates. For example, if a 2 is rolled first and a 3 is rolled second, the player collects the game token that is positioned in the second row, third column from the left.
- If a 6 is rolled, the player loses a turn.
- If a game token has already been removed from the board during an earlier play, the player loses a turn.

WINNER

The player who is the first to collect 3 (or 4) game tokens of the same type—all 's or all 's

VARIATION

Use hook Velcro®-backed tactile shapes (either from APH's Textured Sorting Circles and Shapes kit [Catalog No. 1-08834-00] or other shapes that are commercially available or personally handcrafted) to create a 6 x 6 matrix. Vary the kind and number of shapes (e.g., squares, circles, triangles, and stars) positioned on the board, but be sure that at least 3 (or 4) of each shape is represented. When a 6 x 6 matrix is constructed, all numbers on the tactile dice are used, including 6 to represent the sixth row and/or sixth column. Otherwise, follow the same game rules detailed on page 35.













Games of Squares

CORNER CHASE

NUMBER OF PLAYERS: 2-4

MATERIALS:

- 2-4** Game tokens—at least one  and one 
- 2** Crown pieces—one  and one 
[Use these to create additional, tactually-discernible game tokens for Player 3 and Player 4. Affix one  and one  to the corresponding tops of the game tokens.]
- 16** Black U-channel pieces
- 1** Tactile die

INITIAL SETUP

Using four black U-channels, form a box around each corner square of the game board. Position the players within any of the four inner squares of the game board. Players roll a tactile die to determine who goes first; the player with the highest rolled number goes first.



GAME RULES

- First determine which player will represent the direction of “North” throughout the entire game.
- Players take turns rolling a single die.
- Each rolled number on the die indicates a unique directional movement (or lost turn) as follows:

1 is rolled player moves only one space North—that is, toward the player who represents North.

2 is rolled player moves only one space East.

3 is rolled player moves only one space South.

4 is rolled player moves only one space West.

5 is rolled player moves only one space in any direction.

6 is rolled player loses turn.

[If helpful, the above key can be printed or brailled for the players’ reference before the game begins.]

- If a move is possible based upon the rolled number, the player must move her game token.
- If a player cannot make a move based upon the rolled number, she loses her turn; the die is not rolled again.

GAME RULES (Continued)

- If a player lands on a square occupied by another player, she may return the opponent's game token to any of the four inner squares of the board.
- **Important:** In order to win, a player must land inside one of the corner boxes on an exact roll of the die.

WINNER

The player who is the first to land within any of the four boxes positioned at the four corners of the game board



Beyond X's and O's

Beyond the game options presented in this booklet, the **Games of Squares** 8 x 8 grid accommodates a variety of games created by students, teachers, and parents. The loop Velcro® pieces inside each square of the grid allow for the insertion of many hook Velcro® pieces from existing APH kits, commercially available games/materials, and those handcrafted. Each square within the grid measures 1-inch square.

COMMERCIAL ADAPTATIONS

Utilize game tokens and pieces included with commercially available games and materials. For example, adapt the game of Chess by affixing hook Velcoins® to game tokens included in off-the-shelf Chess games. Tactually distinguish the two sets of game tokens by wrapping a rubber band around each game piece belonging to one set.

DO-IT-YOURSELF IDEAS

Consider creating word games (e.g., Boggle™-like or Scrabble™-like games) using braille/print word tiles. Those shown in the photo were constructed by applying APH's Feel 'n Peel Stickers: Alphabet Letters [Catalog No. 1-08849-00] to a sheet of thick craft foam of a contrasting color; black letters are shown against a yellow background. Each 1-inch tile has a diagonal orientation cut in the upper-right corner. A hook Velcoin® is attached to the back of each tile.



APH PRODUCTS

The following APH products contain hook Velcro®-backed pieces that can be used in combination with

Games of Squares:

- Picture Maker: Wheatley Tactile Diagramming Kit
[Catalog No. 1-08838-00]
- Picture Maker: Geometric Textured Shapes
[Catalog No. 1-08838-01]
- Textured Sorting Circles and Shapes
[Catalog No. 1-08834-00]
- Web Chase: Textured Prey Pieces
[Part No. 61-133-026] or
Shape Prey Pieces
[Part No. 61-133-027]
- Word PlayHouse
[Catalog No. 1-03562-00]

BE CREATIVE!
HAVE FUN!
LEARN SOMETHING NEW!