

# Grid Search

**Materials** □ 1 sheet of *Grid Search* Grids for each player  
(*Math Masters*, p. 486)

**Players** 2

**Skill** Deduction; developing a search strategy

**Object of the game** To locate the opponent's queen on a coordinate grid in the fewest turns possible.

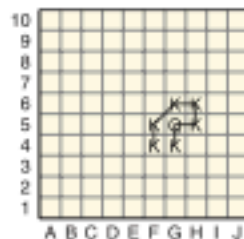
## Directions

Players sit so that they cannot see what the other player is doing. Each player uses 2 grids like those shown at the right.

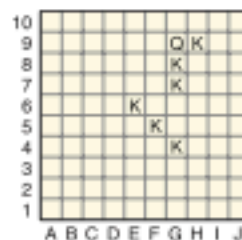
**Advance Preparation** Before the start of the game, each player secretly decides where to place a queen and 6 knights on their Grid 1. They write the letter Q to record the location of the queen and the letter K to record the location of each knight.

- ◆ The queen may be placed on any square.
- ◆ The knights may also be placed on any squares, as long as the queen and the knights can all be connected without skipping squares.

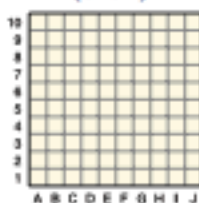
These are acceptable arrangements of the pieces:



These are *not* acceptable arrangements because the pieces cannot be connected without skipping squares.



My Pieces  
(Grid 1)



Opponent's Pieces  
(Grid 2)

