

Fifteen Square Lab

PLAYER SHEET - no solutions | US Letter | v1.0.0

2-6 players, with an adult host | Suggested ages 8-11 | Plan 20-30 minutes

Complete a three-by-three number square whose rows, columns and two long diagonals all total fifteen. Each challenge has fixed clues and one completion in that orientation. Checking only the rows is not enough: your team must test all eight lines.

Set up and play

One player sheet per team, pencils and an eraser. Print in black and white at 100% / actual size. No cutting, folding, props or account required. Keep the host guide separate.

- 1. Use each whole number from 1 to 9 exactly once. Dots are empty boxes; keep every printed number in place.
- 2. Every row, every column and both corner-to-corner diagonals must total 15.
- 3. Draw the grid in pencil or write on the player sheet. Record a sum that forces a missing number before guessing.

Warm-up: find three gaps

Complete the grid. A dot is an empty box.

8	.	6
3	.	7
4	.	2

Round 1: use the centre

Complete this square while keeping 6 in the top-right corner.

.	.	6
.	5	7
4	.	2

Round 2: a new orientation

Complete the rotated grid. Do not copy the earlier rows without checking the printed clues.

4	.	8
.	5	1
2	7	.

Final: verify all eight lines

Complete the final grid, then write the totals of all three rows, three columns and two diagonals.

2	7	.
.	5	1
4	.	.

Finish together

The final square is complete only after the group checks three rows, three columns and two diagonals, and confirms that 1-9 each appears once.

Mechanism reference: Project Gutenberg 49137, THE MAGIC NINE, OR THE PUZZLE OF FIFTEEN.. New session instructions and examples.
Age and time are planning estimates. No child playtest or physical print trial is claimed.