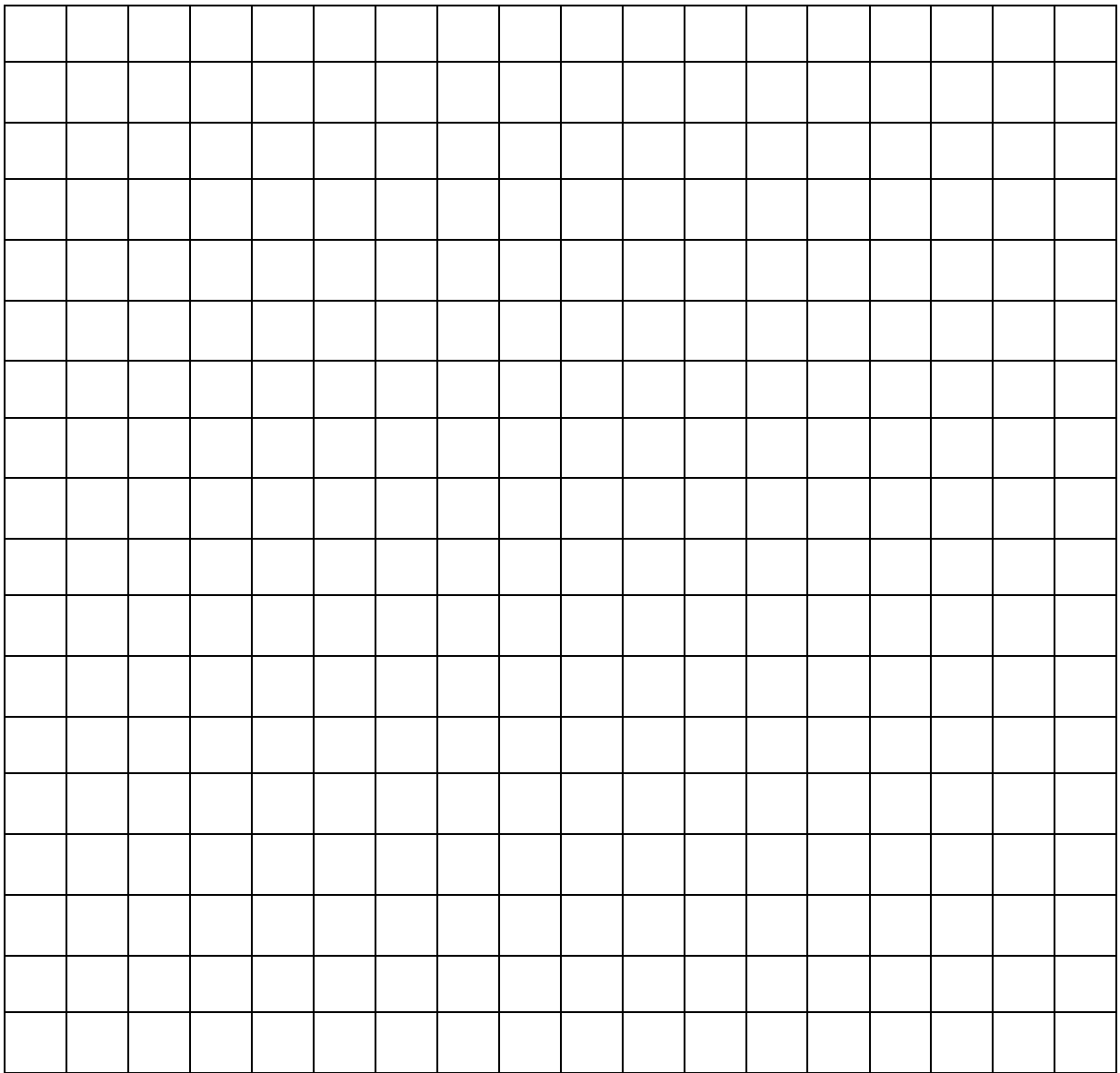
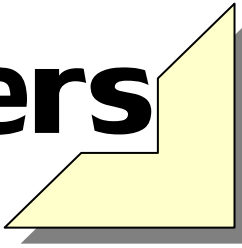


# **Corners**



# How To Play

**Basic Game:** Each player uses a different colour. Starting at opposite corners of the page, each player colours in (or writes their symbol inside) two boxes on their turn. Those boxes must share a side when they form a new "block", and after the first turn, they must touch another set of that player's boxes by touching only at a corner (the new block must not share a side with an older one of the same colour or symbol, like in the game Blockus). The players take turns, and the goal is to be the last one able to place a new box.

Boxes of different colours may share a side as they pass each other, but must not overlap boxes.

**Variation 1:** Each player starts with a single box, and on each successive turn adds an extra box to their block. This means that on the 3rd turn, the block they add will have 3 boxes. Those boxes must each share a side with another box, and could be in a row or an L-shape, as long as they fulfill the one-side connection rule. As the block sizes grow, so will the potential for different shape configurations. This game moves much faster than the first version.

**Variation 2:** Using either of the versions above, the goal is now to reach a square touching the opponent's original block before their opponent reaches theirs.