

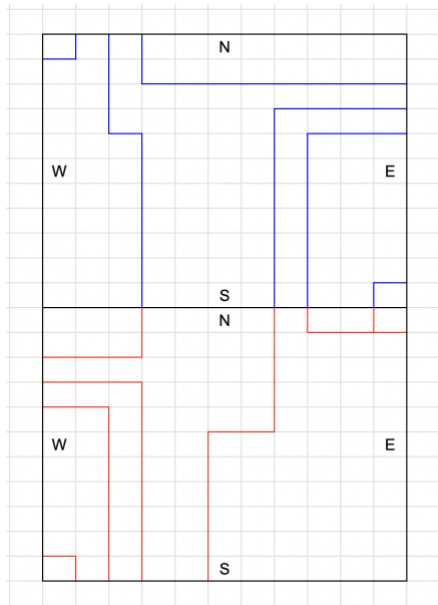
## Snake Planes

By Daniel Lin

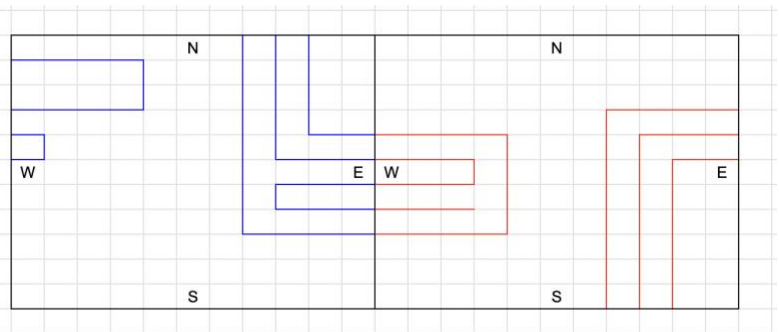
## Mechanics:

- 2 players passing turns back and forth.
- Each player has their own 11x11 plane (board) where they can move their 'snake'.
- Each turn, a player starts from one edge of their plane and draws a line to any edge of their plane.
  - Where player A ends their line, the player B must move their own plane to match the edge and then player B continues the line from where player A ended.
- Players are not allowed to let their own lines touch each other.
- The game keeps going until either player cannot continue and the player whose side it ends on loses.

### Example Game 1: (Red loses)



Example Game 2: (Red loses again)



Metaphorical Statement: Snake Planes is a 2-player strategy game where both players compete against each other to survive on their side as long as possible by managing their own board space while forcing their opponent into tight situations.