

# Snake Planes

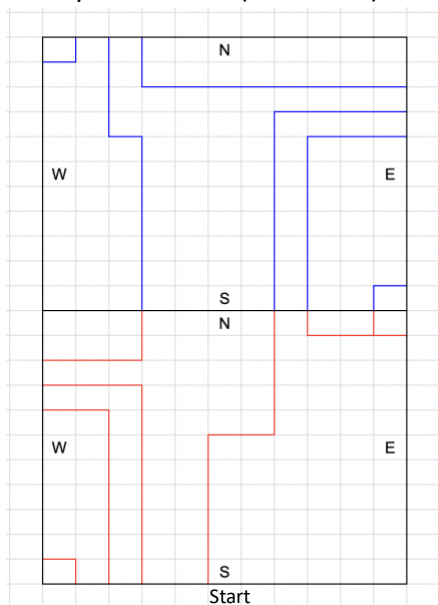
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*Snake Planes* is a 2-player strategy game where both players compete against each other to survive on their side as long as possible by managing their own board space while forcing their opponent into tight situations.

### Mechanics:

- Can be played with just two sheets of graph paper and two pencils.
  - Alternatively, players can use plain sheets of paper for longer games.
- Each player has their own 11x11 plane (piece of paper) where they can move.
- Each player marks each edge of their plane by the four cardinal directions: North, East, South, West.
- Two players take turns back and forth. Each turn, a player starts from one edge of their plane and draws a line to any edge of their plane. Reaching the edge ends their turn.
  - The first player can start the line from anywhere on the edge of their plane.
  - Where one player ends their line, the other must move their own plane to match the edge, and then that other player continues the line from where the previous player 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)

