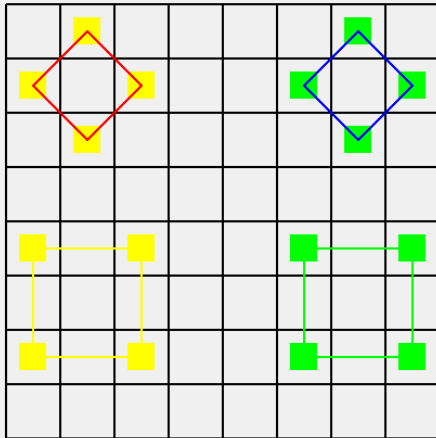


About the game:

- Points are calculated based on the distance of the connected squares squared. Ex. Distance = 3, points =  $3^2 = 9$ . Rotated squared is also the same. Ex.  $(3\sqrt{2})^2 = 18$
- Yellow squares are connected via yellow lines. Rotated yellow squares are connected via red lines.
- Green squares are connected via green lines. Rotated green squares are connected via blue lines.
- The multiplier function only activates when player create two or more squares with one click. Multiplier equals the number of connected squares created with the one click. A different click that does not or create one connected square will reset the multiplier.
- The top displays the number of turns remain. Once it hits 0, the game displays the winner, or the one who has the higher score. This will also redraw the square grid to the respective color of the winner.

48 Turns left

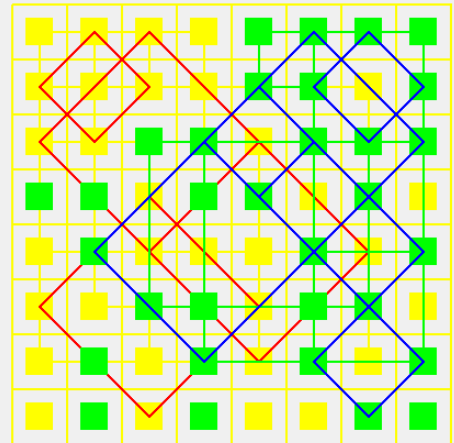


Player 1  
Score: 11  
X1  
GO!

Player 2  
Score: 11  
X1

0 Turns left

Player 1 WINS!



Player 1  
Score: 218  
X1

Player 2  
Score: 123  
X1