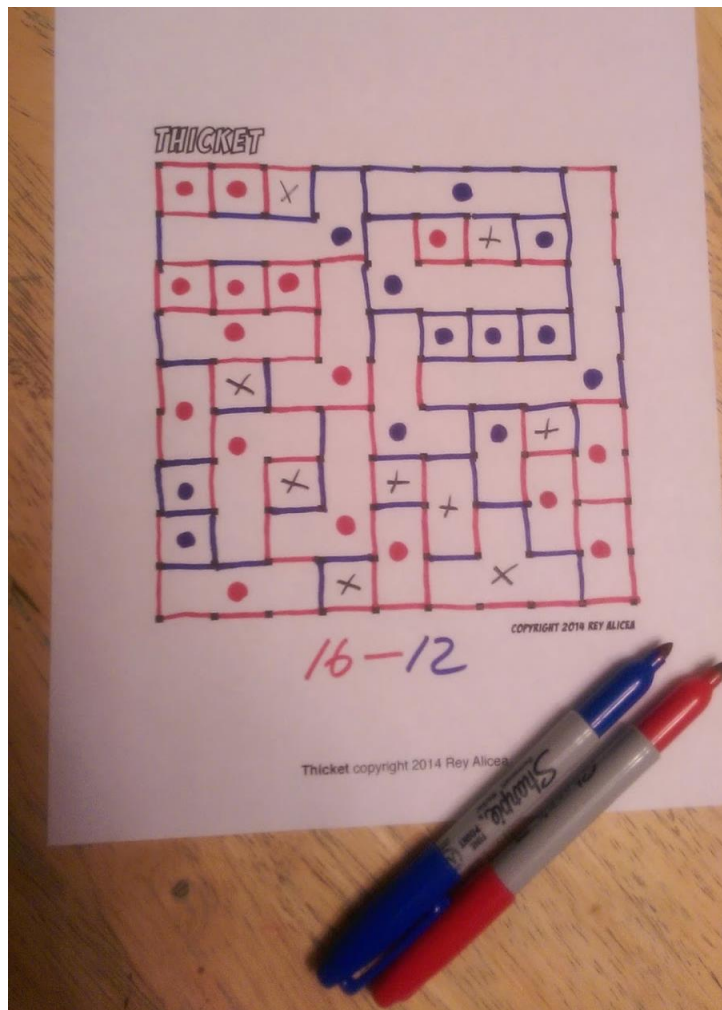


Thicket - In the family of Dots and Boxes.



Material

A 10x10 grid made of dots and four color pencils or markers in two colors, red and blue.

Play

One player plays red the other blue.

Decide who will go first, turns then alternate.

- On a turn draw two-line segments one in each color either vertically or horizontally between two dots.
- No dot on the board may have more than three-line segments drawn out from it.

The game ends when the board is full.

Scoring

An area is considered closed when no line segments can be drawn within that area, as soon as an area is closed, count the line segments of each color that makes up that closed area.

The player with the most line segments in his color enclosing an area places his initial within that area to show ownership and then gets to draw another line.

A line segment that closes two areas is counted for each area (making it counted twice, once per area). An area is not scored when an equal number of line segments in both colors surround it.

The player with the most initials on the board at the end of the game, is the winner