

Thorns For two players.

The prickly path game.

Object

To build a continuous path from one side of the board to the other. Each end of the path must occupy a shaded triangle.

Note: The corner shaded triangles indicated by a line can be path ends for either player "X" or "O."

How to play

A move consists of marking a line through any thorn shaped area on the board and initialing with either "X" or "O." The use of different colored pencils is recommended. All moves must be of the shape shown below.



Thorn shaped area



"X" move

Moves

A player's move connects his path of thorns if they touch at a side, a point or overlap. You cannot overlap an opponent's thorn.

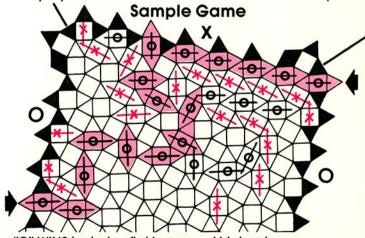


Touch at a point



Winner

First player to connect his borders with a continuous path.



"O" WINS by being first to connect his borders.

Note: Arrows mark end of continuous path with shading added to help follow the winning path.

€1974 MINNESOTA MINING & MANUFACTURING, CO., ST. PAUL, MN 55101

