Four Corners

Overview

Four Corners is a game for two players which can be played in about ten minutes.

You will need one copy of these rules to share. Each player will need something to write with.

The first player will use **X**s to mark the cells that they claim. The other player will use **O**s.
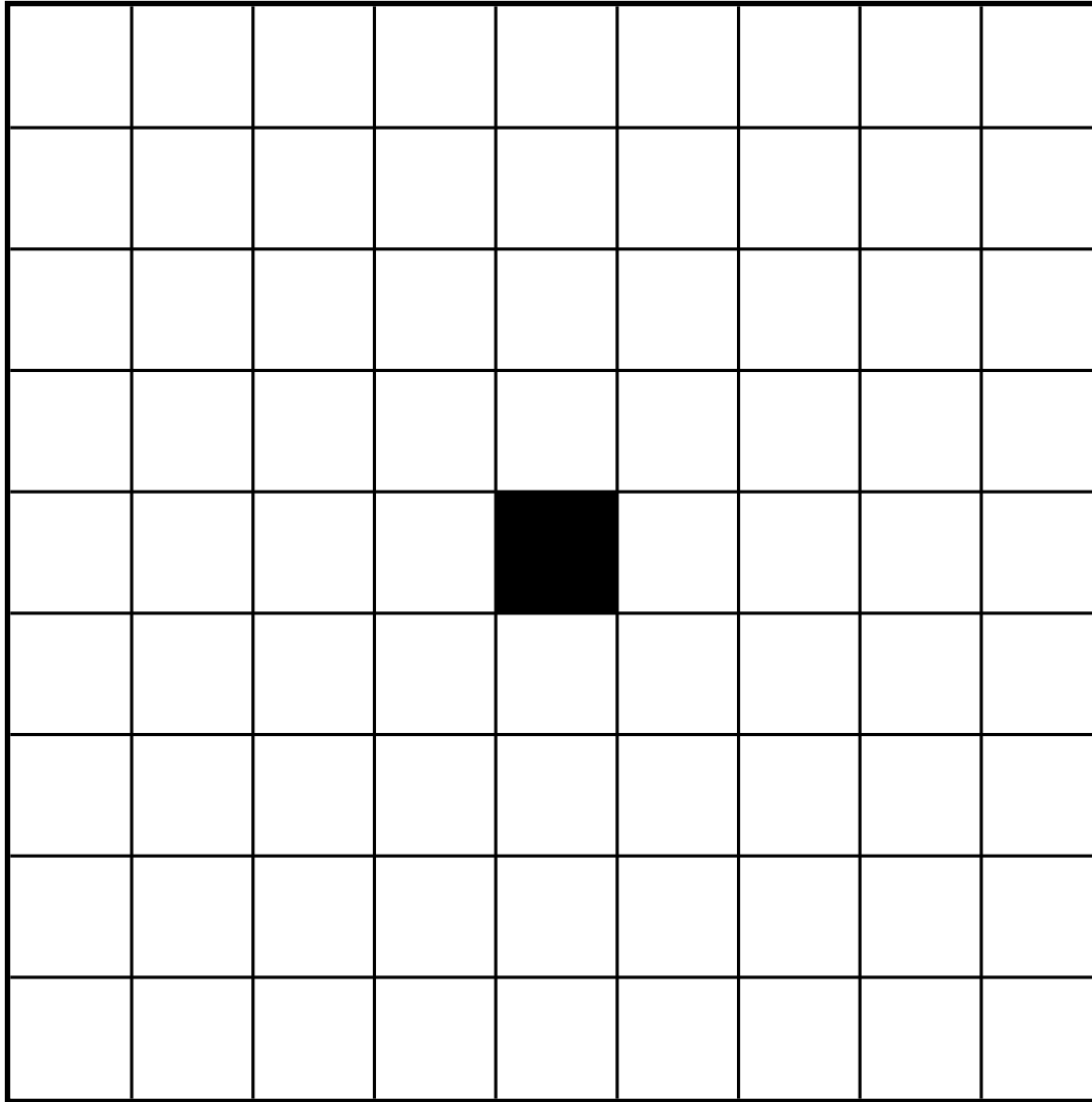
Gameplay

You will take turns claiming cells on a 9×9 grid. You may not claim the middle cell. To claim a cell, draw your symbol in it.

On your turn, you must claim a cell that is orthogonally adjacent to either the middle cell or a cell that has already been claimed.

To win, you must form a square by claiming the cell at each of its four corners. Such a square can be of any size and must be aligned with the grid (no diamonds).

Game Design: Michael Purcell
Contact: ttkttkt@gmail.com

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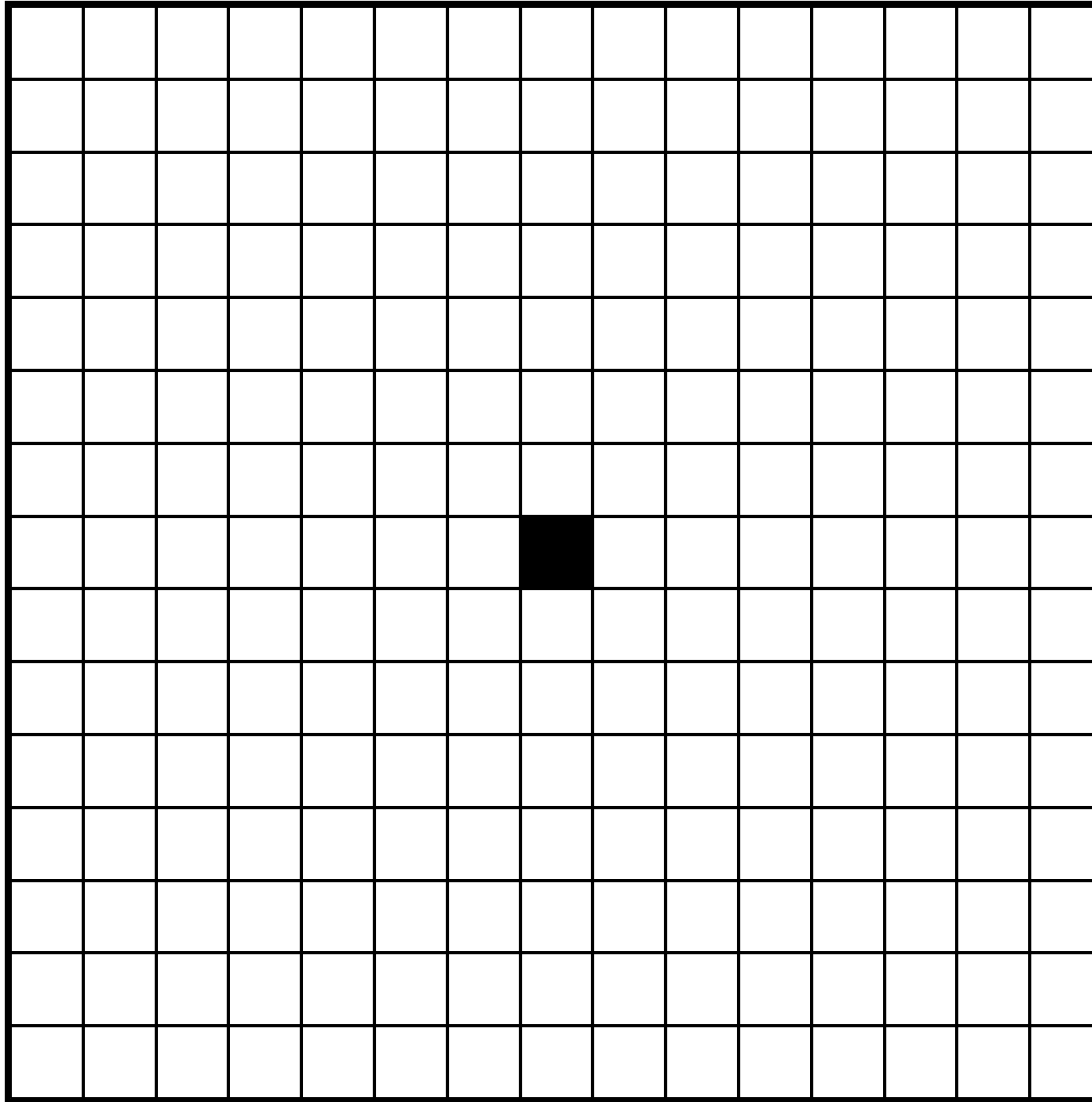
Gameplay

You will take turns claiming cells on a 15×15 grid. You may not claim the middle cell. To claim a cell, draw your symbol in it.

On your turn, you must claim a cell that is orthogonally adjacent to either the middle cell or a cell that has already been claimed.

To win, you must form a square by claiming the cell at each of its four corners. Such a square can be of any size and must be aligned with the grid (no diamonds).

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