

Square Dance

Overview

Square Dance 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 **Xs** to mark the cells that they claim. The other player will use **Os**.

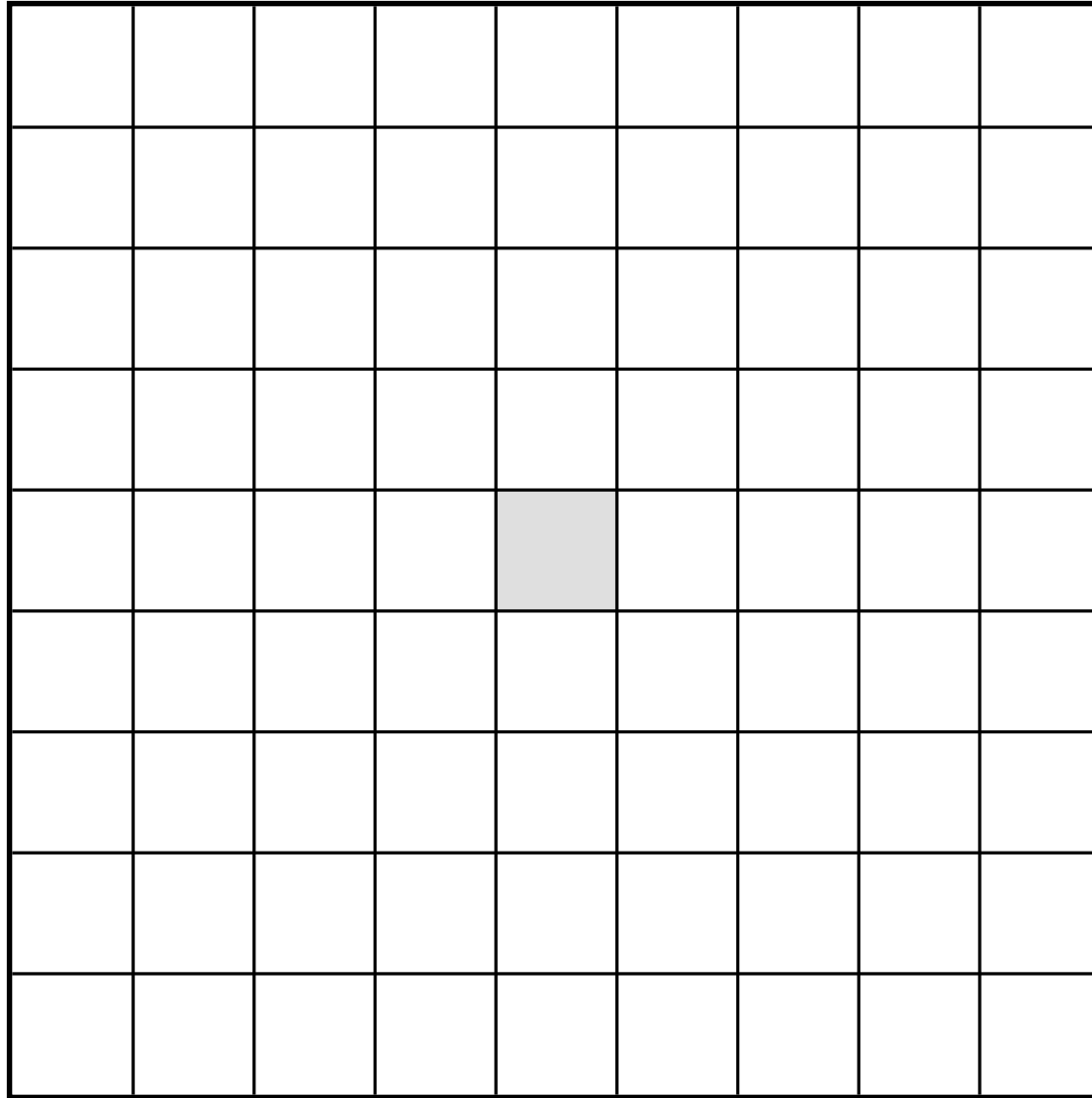
Gameplay

During the game, you will take turns claiming cells on a 9×9 grid. To claim a cell, draw your symbol in that cell.

On the first turn, you must claim the middle cell. Thereafter, you may claim any cell that is orthogonally adjacent to 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: tktktkt@gmail.com



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