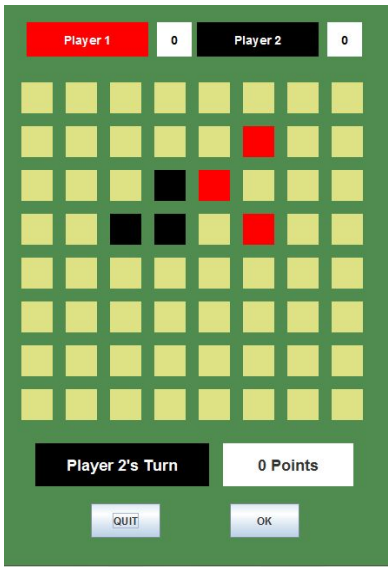
Squares is a fun, strategic, competitive, two-player board game. The game decides, randomly, who will go first. Each player can be played by either a human or the AI Strategy Engine.

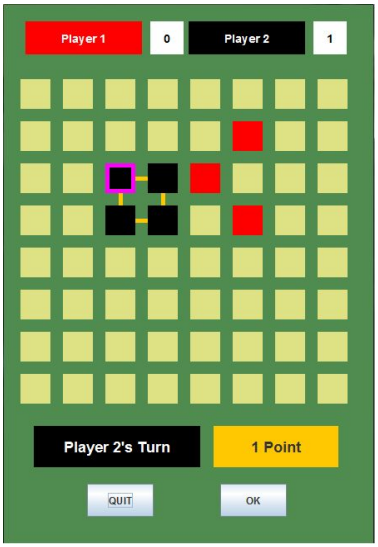


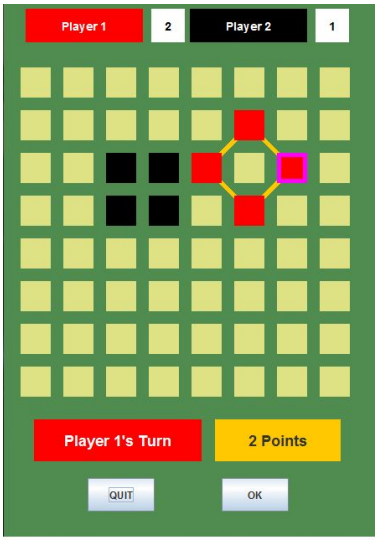
Play: On each player's turn, she selects an empty tile on the board. Once selected, that player owns that tile, and that tile is displayed using that player's color. Players alternate taking turns.

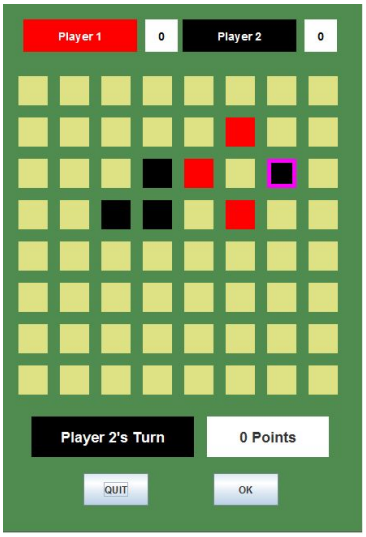
Objective: The objective of the game is to get the highest score. Points are earned by selecting all 4 corners of a square. The square can be small, large, flat, or rotated. Larger squares are worth more points; smaller squares are worth less points. A square is worth the number of rows that it spans.

Offensive Play vs Defensive Play: A player can chose to select tiles that complete squares to earn points or to select tiles that block the other player thus denying that player those points.

Example: Figure 1 shows an 8x8 game board where the game has just begun. It is Black's turn. There has been no score yet for either player. Black can select any unoccupied tile for her turn. She could chose to play the last (upper, left) corner of a small, flat 2-point square. Or, she could play to block the last corner (center, right) of a her opponent's 3-point, rotated square. Suppose she chooses to play offensively, she could complete her square, earn her two points, but then her opponent would be free to complete her square worth 3 points. In that case, the board would look like **Figure 2** and then **Figure 3.** On the other hand, if Black decides to play defensively, the board would

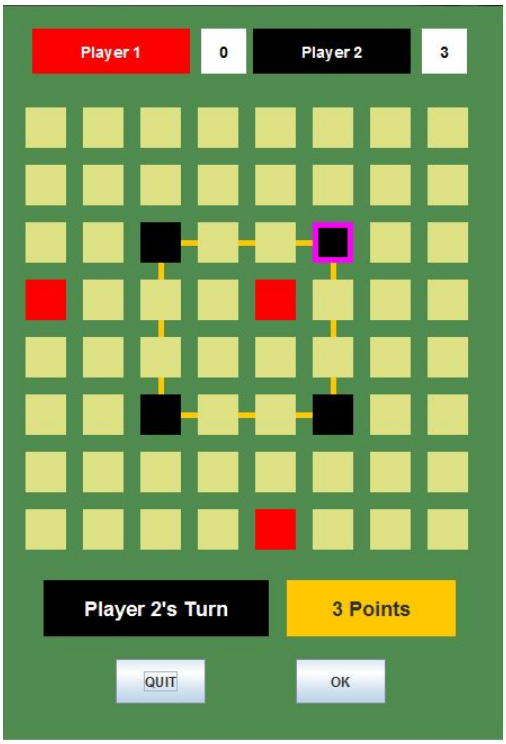


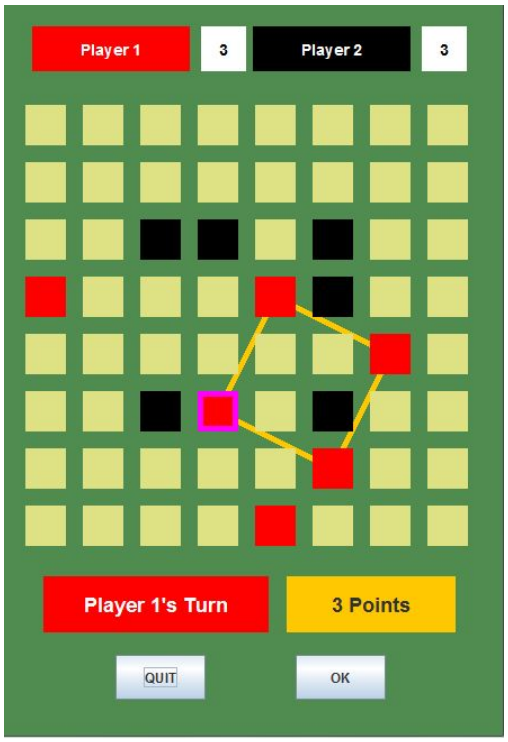




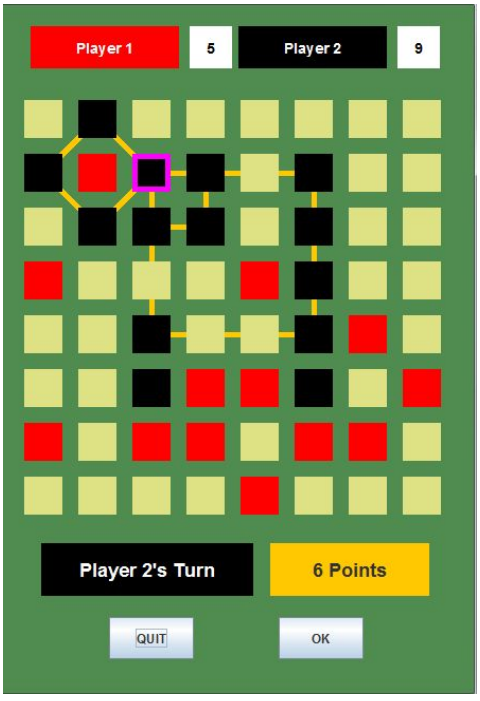
look like **Figure 4**, and neither player would have earned any points. However, Black's defensive move would have given Red the chance to play somewhere else, perhaps offensively or defensively. In this situation however, but Red has no other immediate scoring plays.

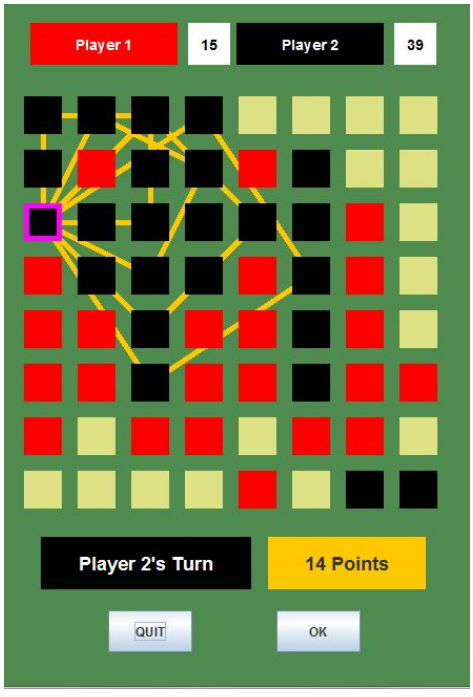
Flat Squares and Rotated Squares: It is straightforward for most beginner players to see how to select the four corners of a flat square. However, a player can also earn points by selecting the four corners of a rotated square. In **Figures 5**, Black completes a flat square for 3 points. In **Figures 6**, Red completes a rotated square for 3 points.





Completing More Than One Square at a Time. When a player selects a tile, she may be completing more than one square at a time. All points from all completed squares are added to her score. Serious points are scored using this strategy. **Figures 7 and 8** are examples of multiple squares being completed and the resulting aggregate score.





SETUP AND CONFIGURATION

Setup: Before starting a game, feel free to changes some of the configurations to learn more about the game. Configuration settings include:

Board Size: The board can be changed to be any square dimensions from “4 x 4” up to “12 x 12.” For odd dimensions, there is an odd number of tiles, and so the first player has a small advantage as he gets to play both first and last.

Difficulty: When playing against the AI Strategy Engine (the computer), the difficulty can be set to any number between 1 and 7, where 7 is the most challenging. Try 7 at your own risk: you must be REALLY good to beat a computer player set to 7.

Player Names: The player names can be customized as well.

==========

HAVE FUN AND GOOD LUCK PLAYING SQUARES!