

A 2-Player Co-op puzzle game by William Smith & Vijay Mistry

Objective:

Connect each players, Start Node to their End Node

Rules:

A line can be drawn between any two nodes unless:

- it crosses another line

- the destination node is an X Node

- the destination node is the other player's Start

or End Node

- the destination node has already been used

(nodes can only have one incoming and one

outgoing line)

You can play single-player if you want, I won't tell anybody;)