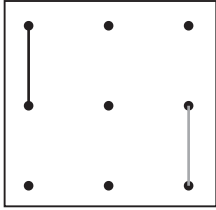


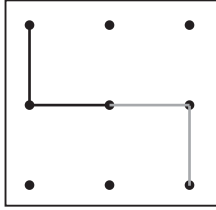
Dots and Boxes

A Game for All Ages

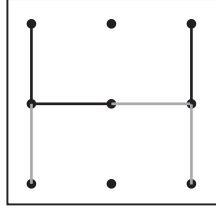
Gameplay: Starting with an empty grid of dots, players take turns, adding a single horizontal or vertical line between two unjoined adjacent dots. A player who completes the fourth side of a 1×1 box earns one point and takes another turn. (The points are typically recorded by placing in the box an identifying mark of the player, such as an initial). The game ends when no more lines can be placed. The winner of the game is the player with the most points.



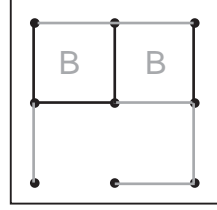
Player A takes a turn, as does Player B.



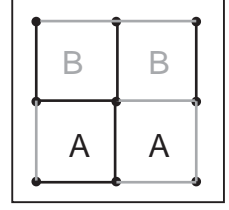
Player A takes a turn, as does Player B.



Player A takes a turn, as does Player B.



Since there is no way for Player A to not add a third side to a box, they sacrifice first one box then another to Player B. Each time Player B Completes a box, they take another turn.



The game ends in a tie, as each player has 2 complete boxes.

