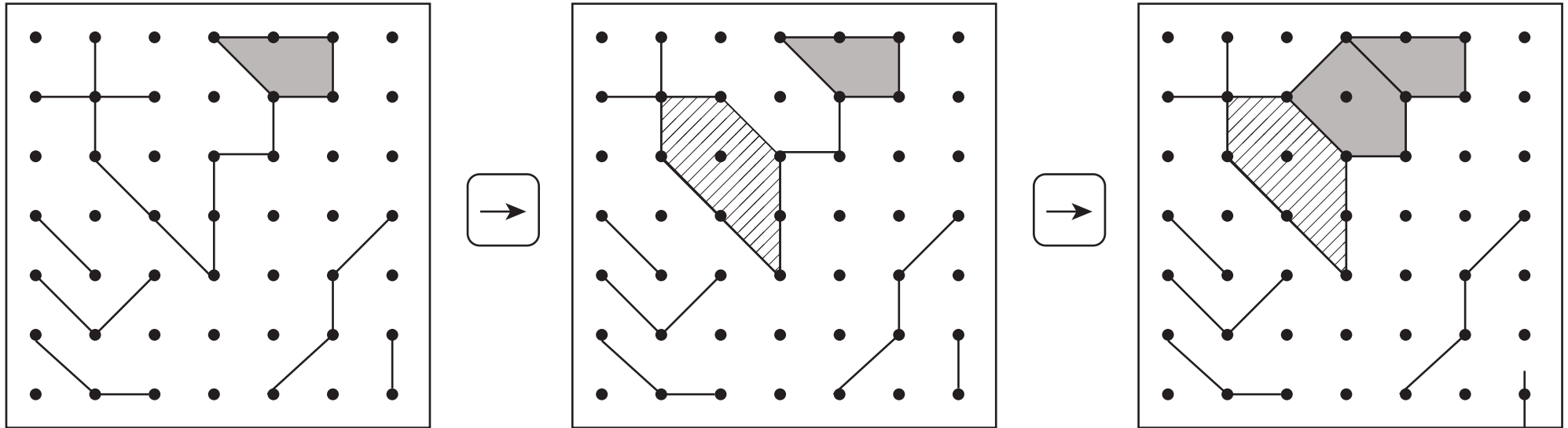


Dots and Polygons Game

Created by Sian Zelbo, 1001mathproblems.com



This game is an interesting twist on the classic Dots and Boxes.

- 1 Start with a game board made up of a 6 by 6 array of dots.
- 2 In each turn a player must draw a single line segment joining any two dots that are adjacent.
- 3 If a player's move creates an enclosed region, they claim that region, and its point value is the number of square units of area it covers. The player records his/her points, and then it becomes the other player's turn.
- 4 Line segments may not intersect (except at a dot) and they can be drawn only in a region that is not yet claimed.
- 5 The winner is the player who has claimed the most area when no more moves can be made.