

Snakes

Each player uses a different color and begins by marking a single dot anywhere on the grid. This is the head of your snake.

Players take turns drawing a short line from the head of their snake to an adjacent dot (up, down, or sideways).

Your snake must grow one segment at a time, and snakes can't cross lines or touch each other. If it's your turn and your snake has no open space to move into, you're trapped and the other player wins.





