

Admiral's Squares

**"4 games to
play - who will
be squares
champ"**

"The rules"

Players take turns, adding a single horizontal or vertical line between two unjoined adjacent dots.
A player who completes the fourth side of a box earns one point and takes another turn.

The points are recorded by placing the player's initial in the box.

The game ends when no more lines can be placed. The winner of the game is the player with the most points/squares.

