

Snake

How to play:

- The first player connects any two dots next to each other with a horizontal or vertical line (no diagonal lines)
- The next player must connect one end of first line to another dot
- Players continue to alternate turns as the line grows and creates a “snake” through the grid
- The lines can be added to either end of the snake
- The line must be continuous, so branches or crossing over from one part of the snake to another is not allowed
- Players try to avoid being the person to connect either end of the snake to itself
- The first person who can’t connect the snake’s head to an adjacent dot—and instead has to make the snake bite itself—loses the game

