

block the walk

Get from one end of the grid to the other without being blocked by your opponent.

Use the Game Boards on the next page.

One player chooses solid dots, the other chooses hollow dots.

- Each move connects one dot with an adjacent dot of the **same color**. Players take turns making these one-segment lines.

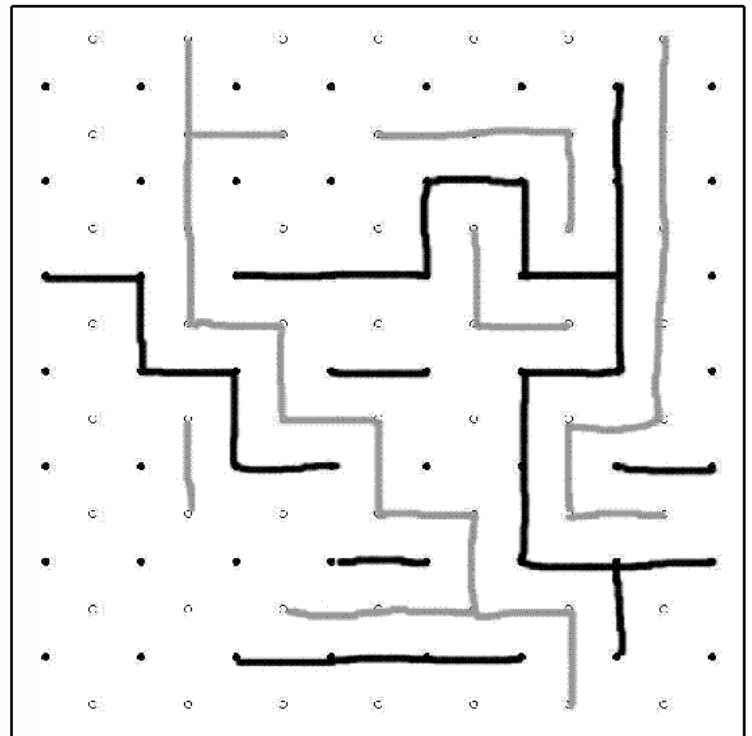
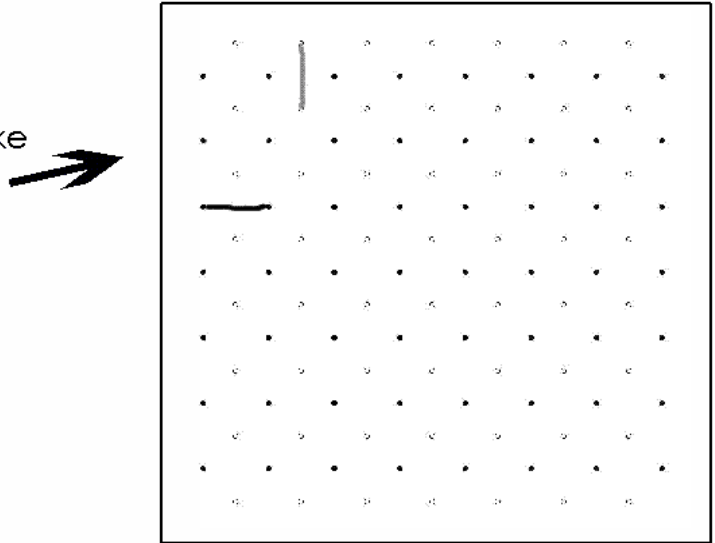
- Players can only connect to their **own** color dots.

- No diagonal moves.

- The solid dot player tries to make an unbroken trail connecting solid dots from **one side (left or right) to the other side** of the grid, without being blocked.

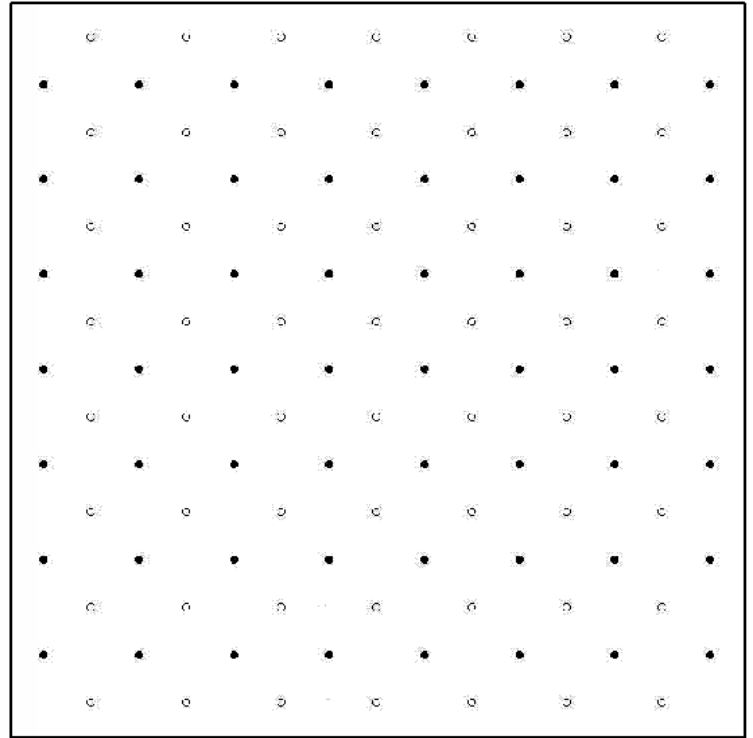
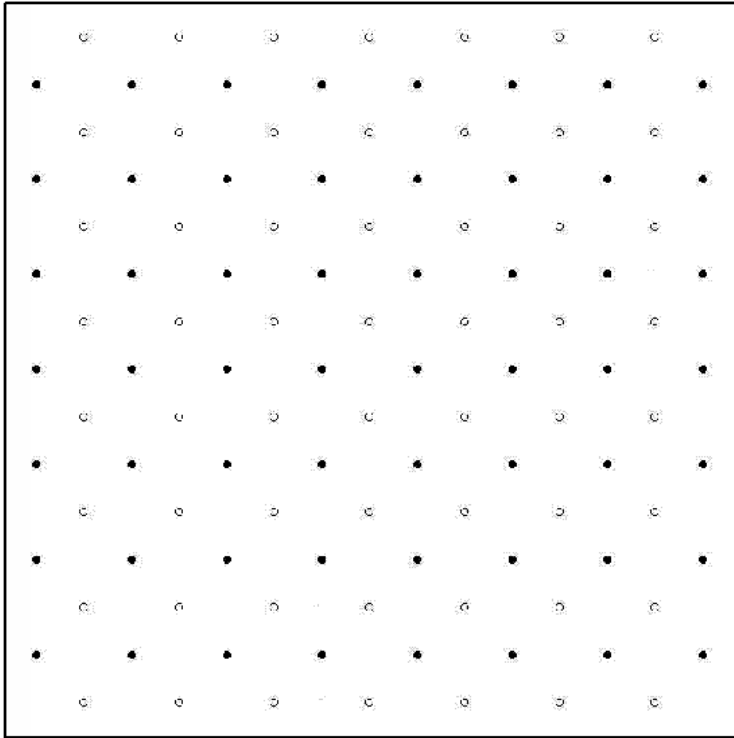
- The hollow dot player tries to make an unbroken trail of hollow dots from the **top to the bottom** of the grid, without being blocked.

- Players must not cross lines made by the other player.

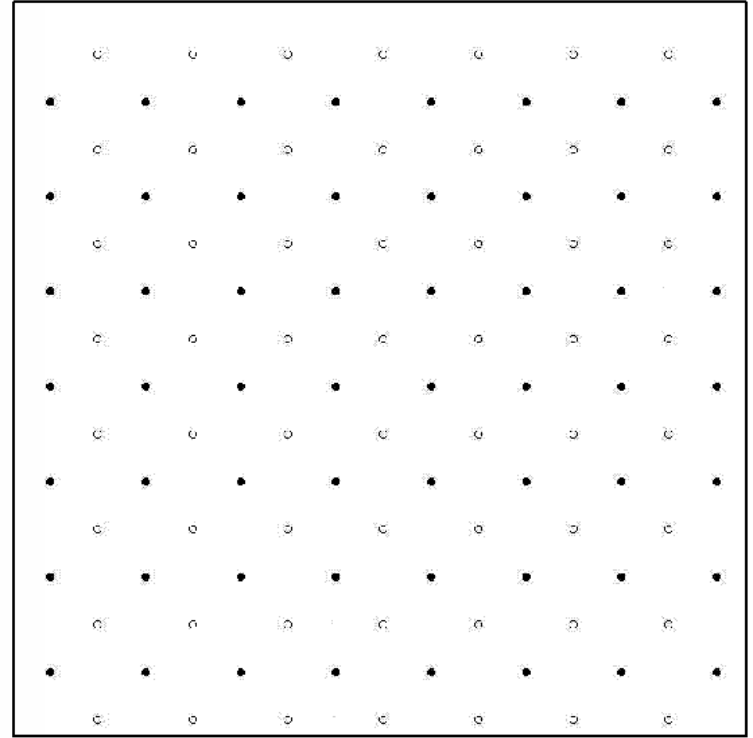
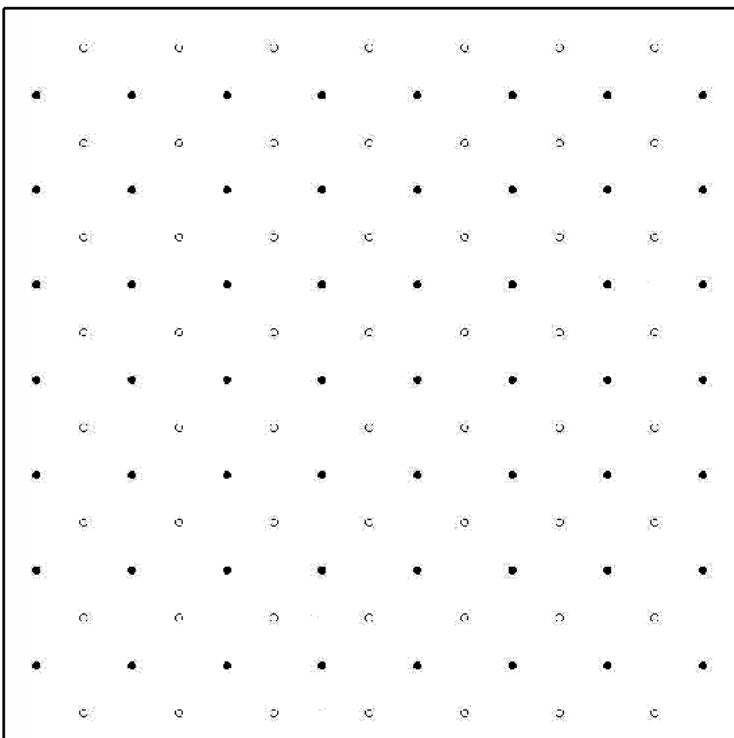


Hollow dots wins! ↑

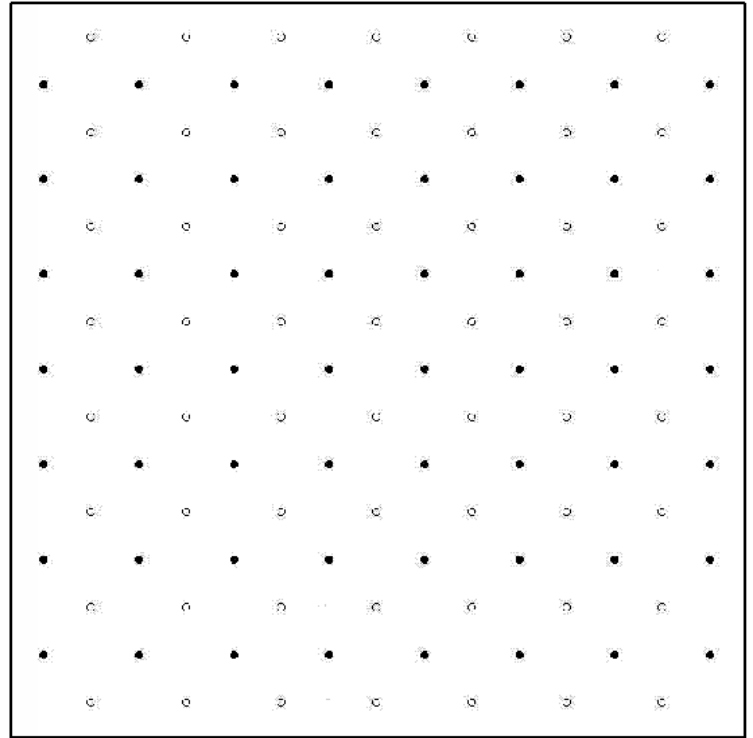
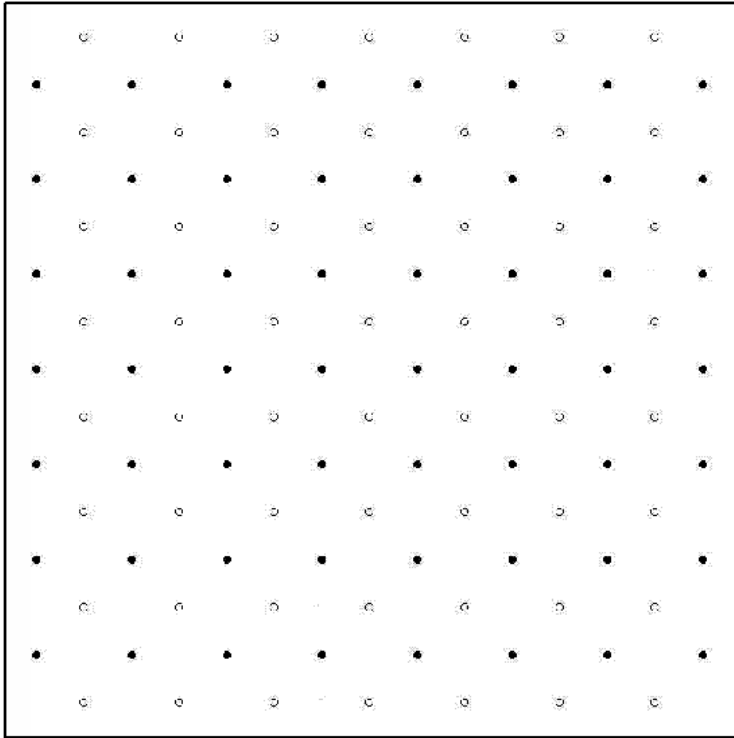
Game Boards



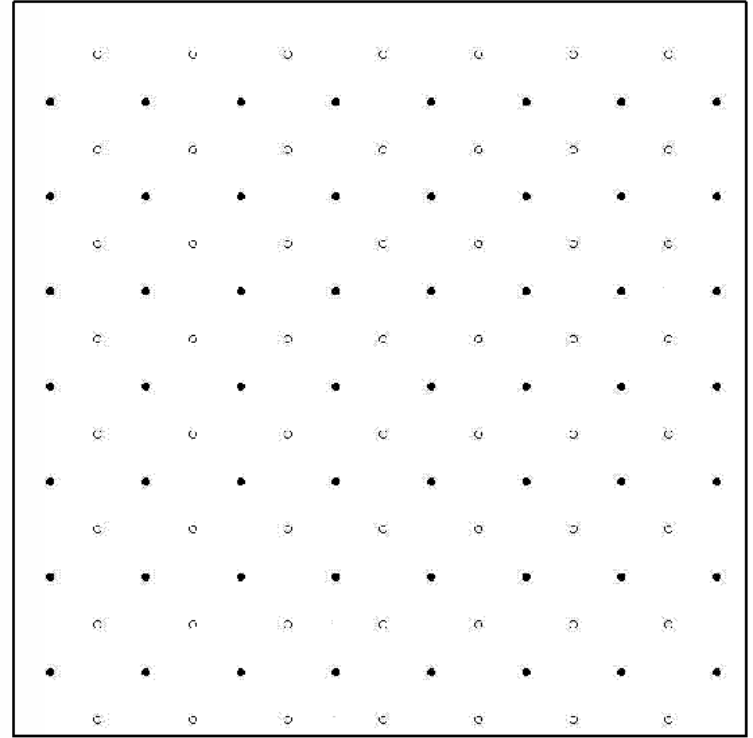
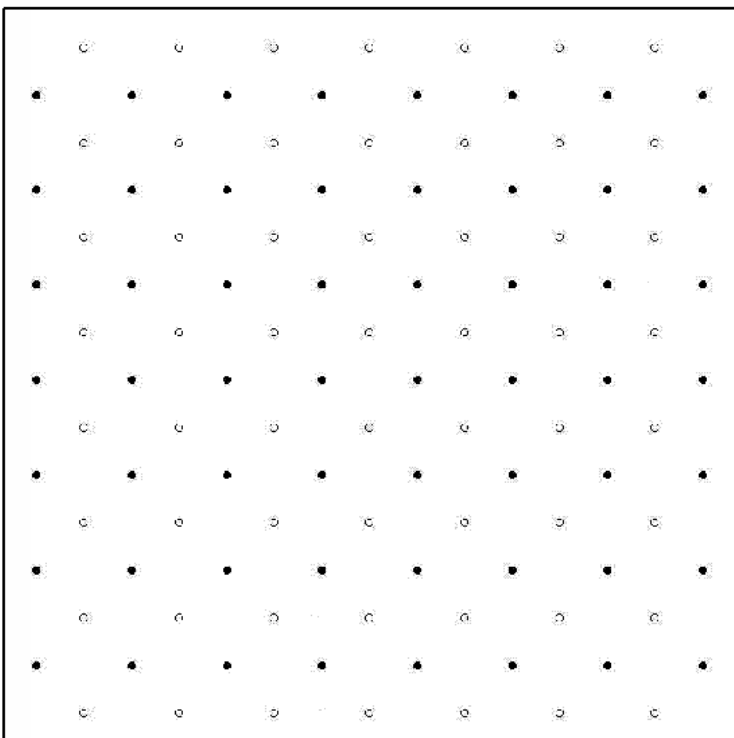
Make your own game boards, if you want. Using graph paper makes it easy. You can make boards with different numbers of columns and rows. In this configuration black dots are arranged 7x8 and white dots are 8x7

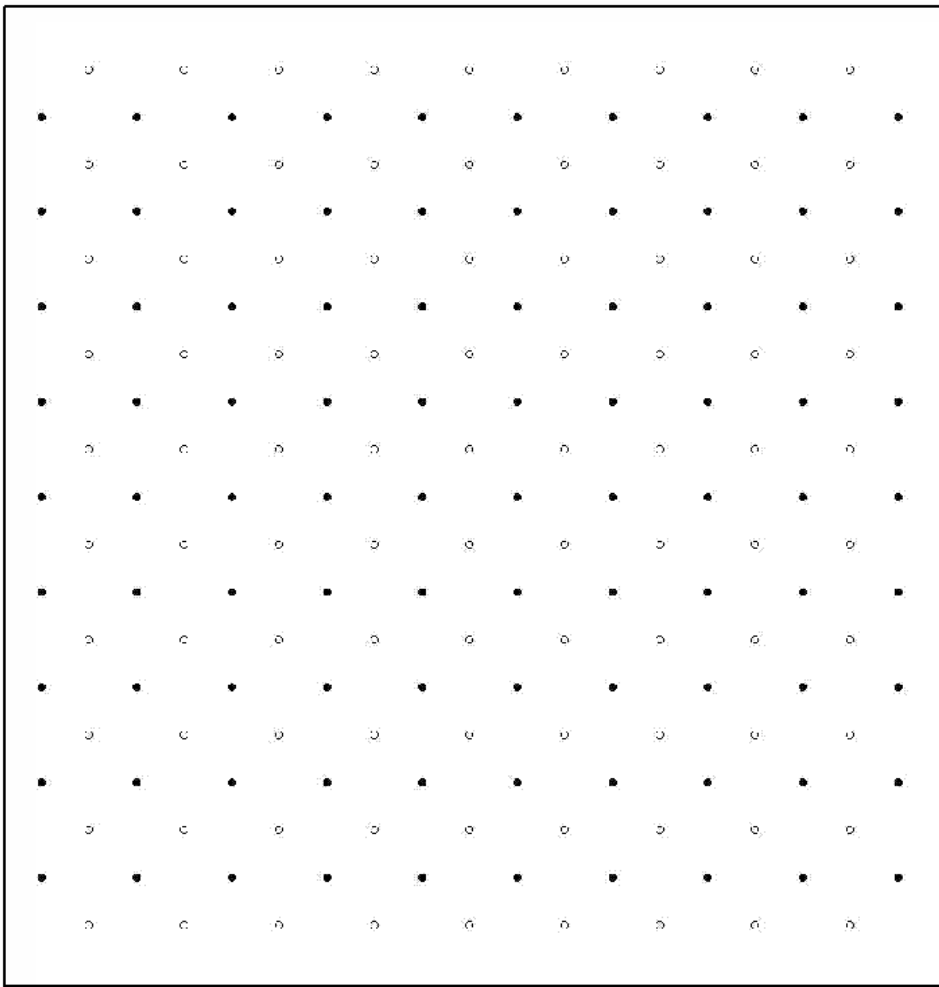


Game Boards



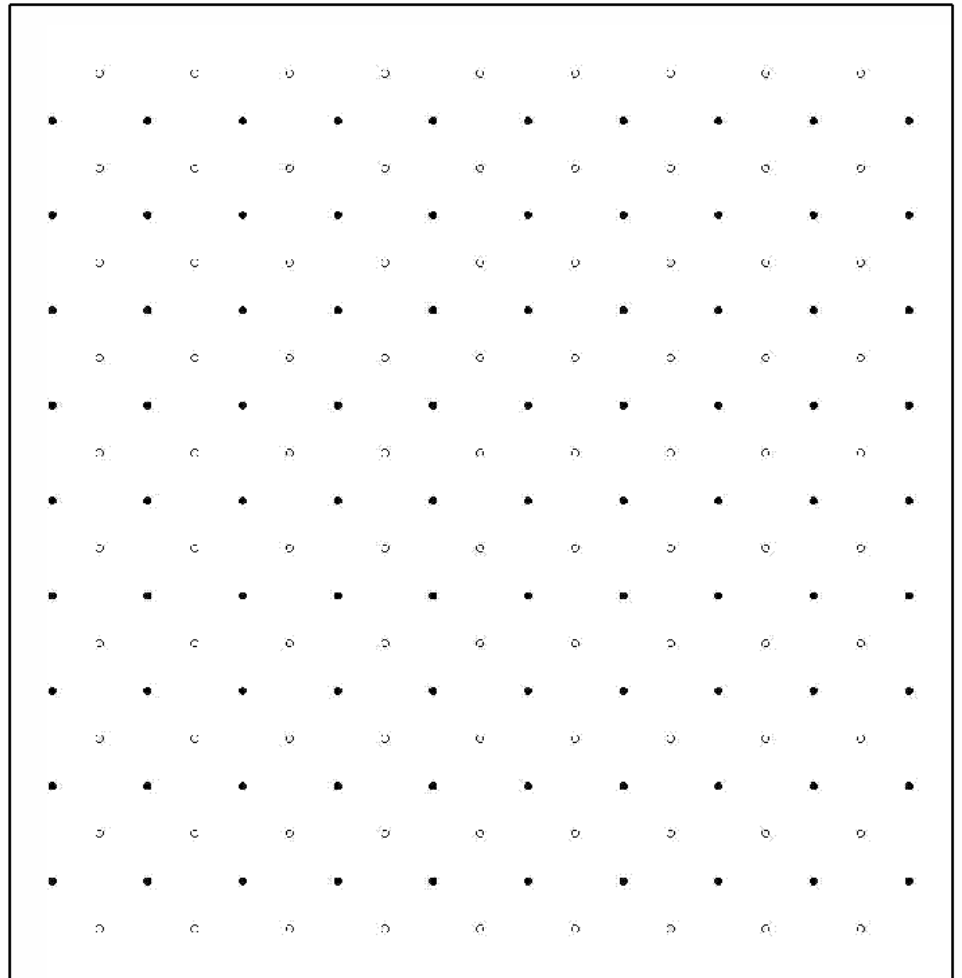
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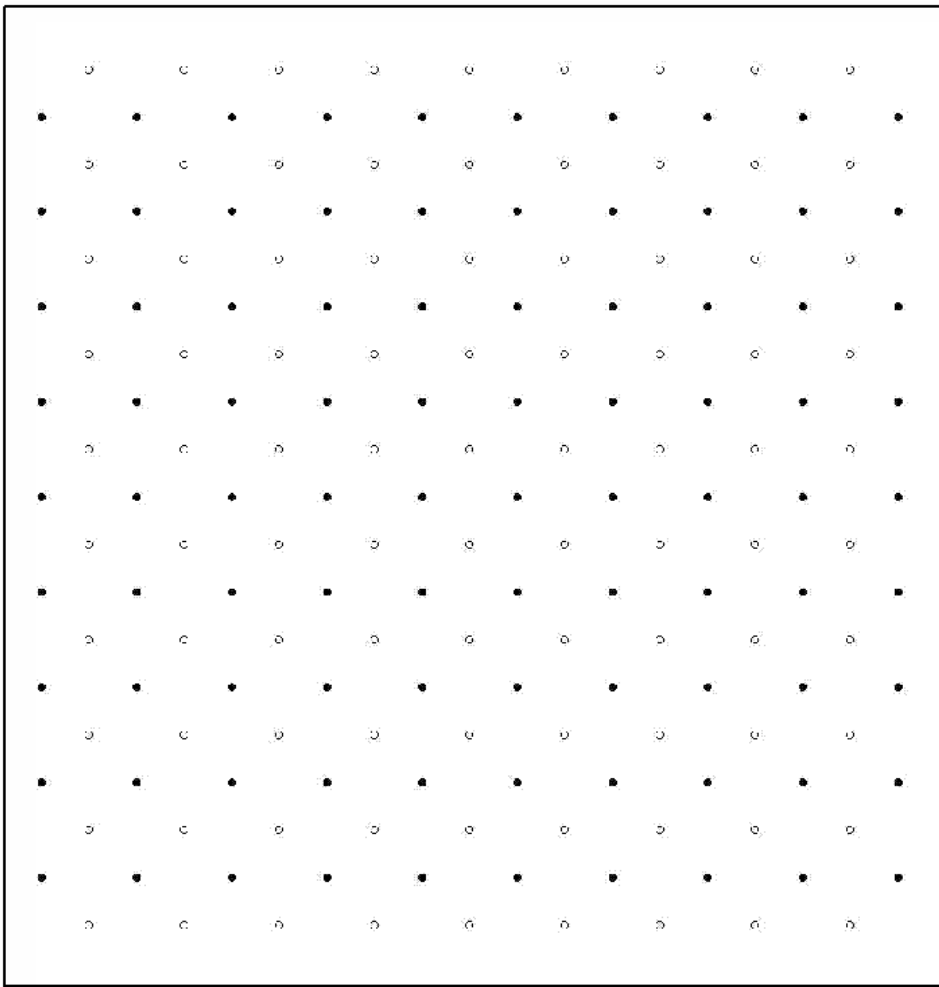




More Game Boards

Make your own
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In this configuration
black dots are
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