

Corners

When you first play this game, you'll struggle to see the corners. (I know I did.) "Corners?!" you'll say. "Where are these darn corners? I just see dots! Empty dots, like the empty cosmos that harbors my empty soul!"

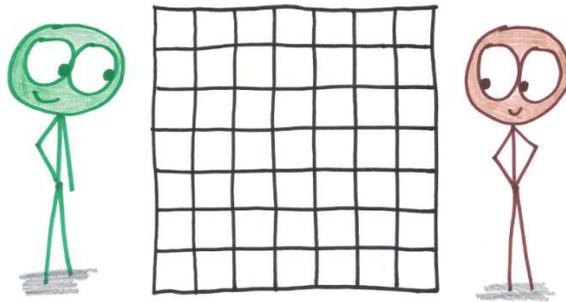
To this I say: Whoa there, pal. A little patience. Let your perceptions evolve.

Before long, you will see corners everywhere. The game will become a cornfield of corners, a streetcorner festival. You will be munching corner-on-the-cob while corners burst like fireworks before you eyes, pop-corners filling your corn(er)reas.

How to Play

How many players? Two.

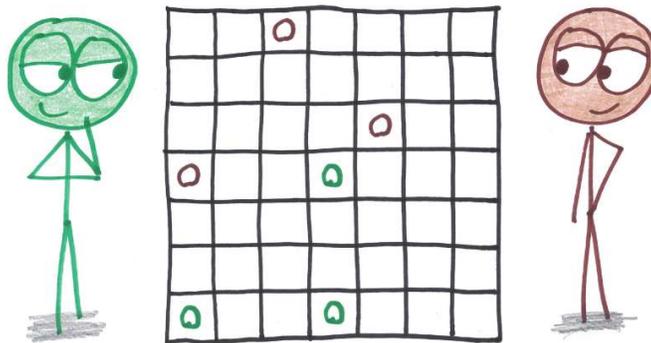
What do you need? Two colors of pen, and a 7-by-7 grid drawn on paper.



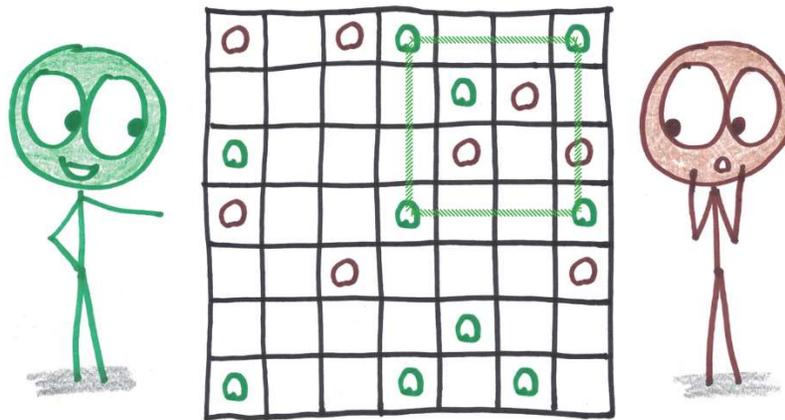
What's the goal? Create squares, scoring one point per corner.

What are the rules?

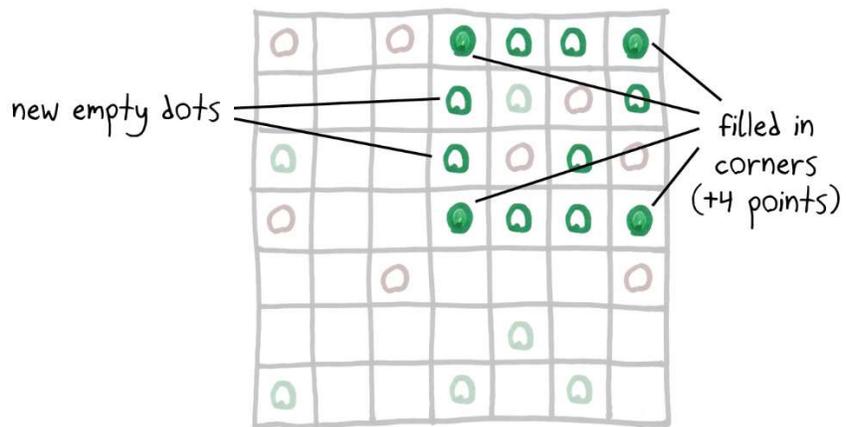
1. Take turns **marking spaces with an empty dot** of your color. These empty dots are not worth any points—not yet, anyway.



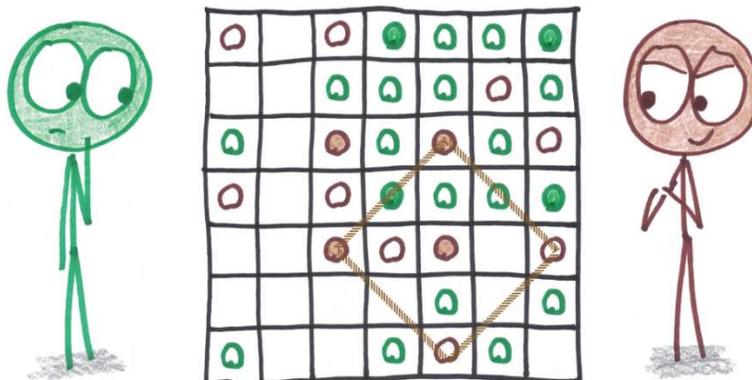
2. If you manage to arrange dots to form the four corners of a square, then congratulations! **On your next turn, you'll be able to claim the square.**



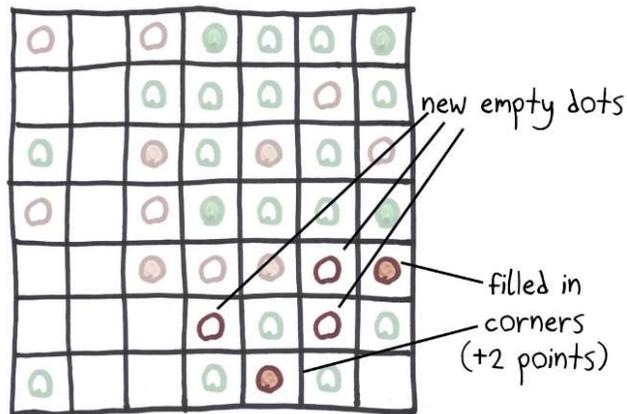
3. **Claiming a square consumes a turn**, and involves two steps: (a) **fully shade in the corner dots**, which are now worth one point each, and (b) **place empty dots in any unoccupied spaces** in the square.



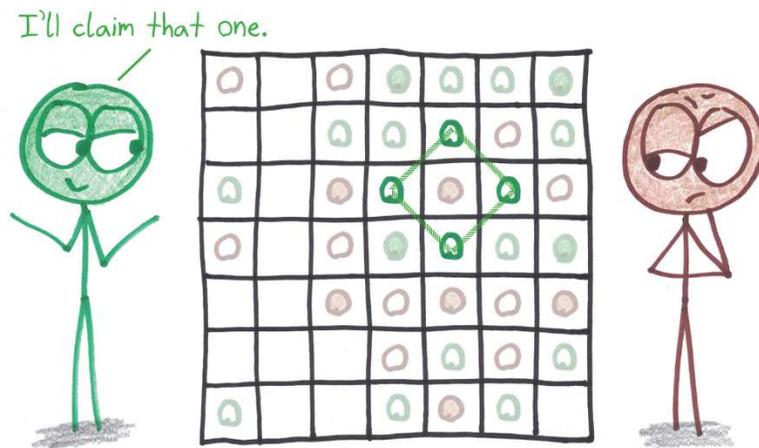
4. Note that **squares can occur along 45° diagonals**, too, so that they look like diamonds. (Only 45° angles count; no other orientations are permitted.)



5. If some of the **square's corners** are already shaded in, that's okay. You can still claim it; you'll just add fewer points.



6. You are allowed to claim **any square with four corners, no matter how small it is**. You can even claim a square with no interior.



7. When the board is full, the **player with more shaded dots (i.e., more corners)** wins. Any unclaimed squares remain unclaimed.

