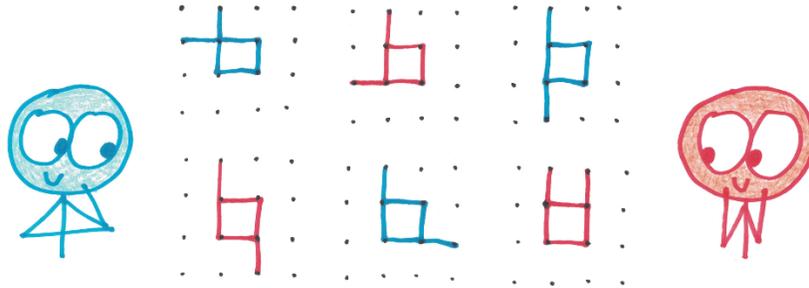


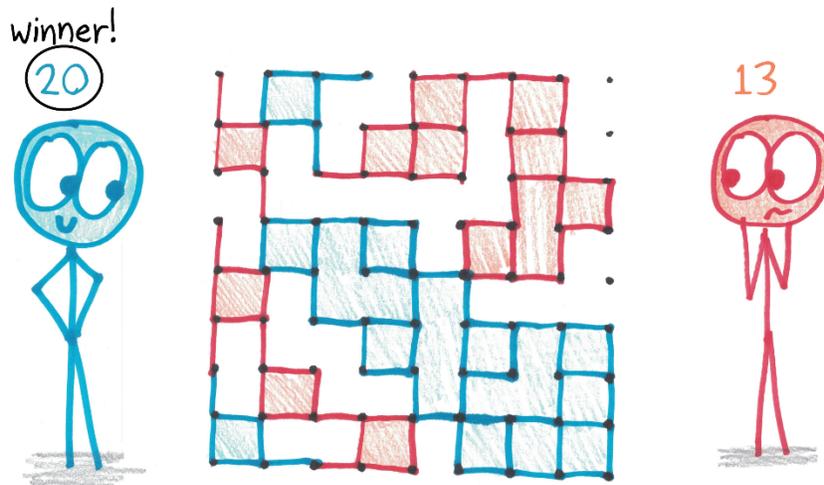
## Square Polyps

Inspired by the classic Dots and Boxes, this territorial game makes no change to the Dots, but upgrades the Boxes into the adorable objects of the title: “square polyps.”

These composite figures are squares with two adjacent lines coming out, like this:



To play, you need two players and two colors of pen. Draw a **9-by-9 array of dots**, and **take turns placing square polyps**. Lines may never overlap. You **claim territory by enclosing it entirely in your color**. Play until no moves are possible; then **whoever has enclosed a larger total territory wins**.



It’s an ingenious mechanic from Walter Joris. The jutting lines of the square polyps allow you to claim large and peculiar-shaped areas—and to stab interfering tentacles into your opponent’s best-laid designs.

Walter also suggests a tricky extra rule: *No player may ever play two identical polyps.*