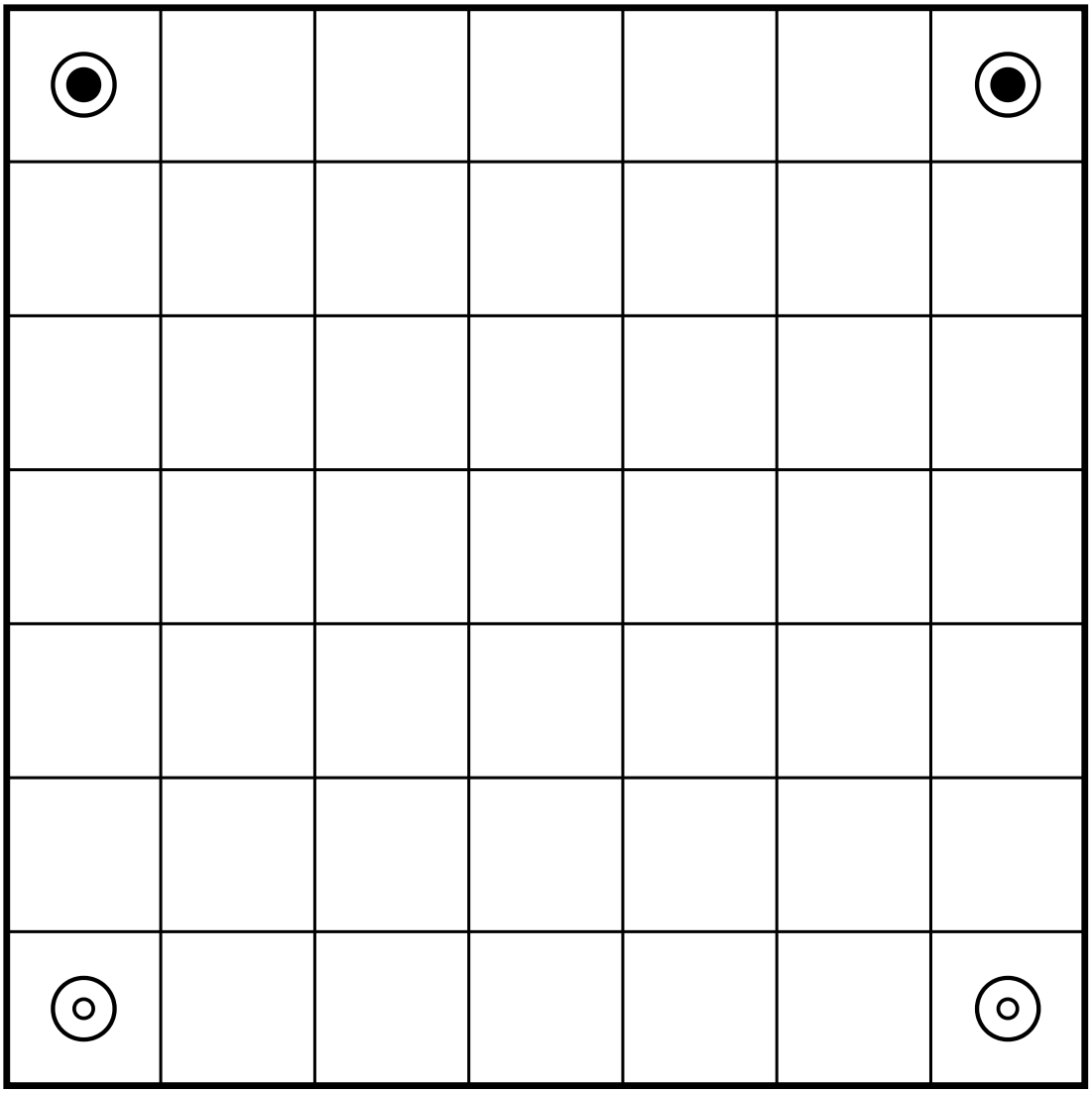
Wall Go

KOREA · 2 PLAYERS



Setup. Two pawns each (coins or buttons, up to 14 mm): ◎ in the two bottom corners, ◉ in the two top corners. Walls are drawn in pencil along the lines. ◎ moves first.

1. Step, then wall.

Move one of your pawns exactly one square up, down, left or right, never across a wall or onto another pawn. Then draw a wall on one edge of the square it landed on.

2. Walls are forever.

A wall never moves and nothing crosses it. If the new square has no free edge, skip the wall. If neither of your pawns can step, you pass.

3. Count the squares.

The game ends the moment no square can be reached by both sides. Count the squares your pawns can reach without crossing a wall, their own squares included. Most squares wins.