

MAKELARK

FOUR CORNERS

Control the edges, threaten the center and connect all four corners before your opponent.

2 PLAYERS

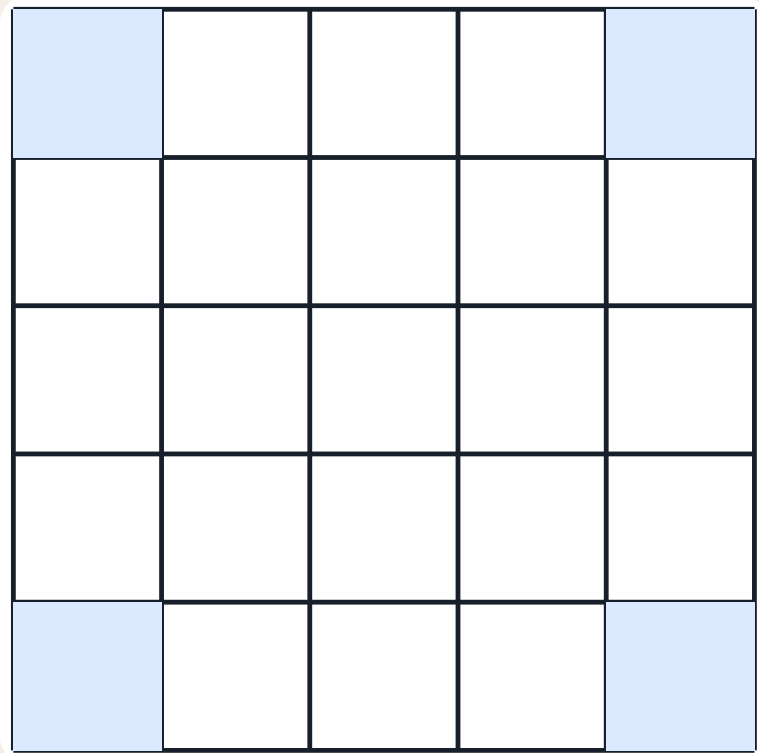
AGE 8+

10 MIN

TACTICS

HOW TO PLAY

- 1
- Players choose X or O and alternate marking empty cells.
- 2
- Your goal is to create a connected path touching all four corner cells.
- 3
- Connections count horizontally, vertically, or diagonally.
- 4
- You may block your opponent by occupying key cells.
- 5
- The first player to connect all four corners wins.



WHAT YOU NEED

This sheet and two pens.

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Free to print for personal use