

MAKELARK

MIRROR MOVE

Every move has a mirror twin — unless you can force the symmetry to break.

2 PLAYERS

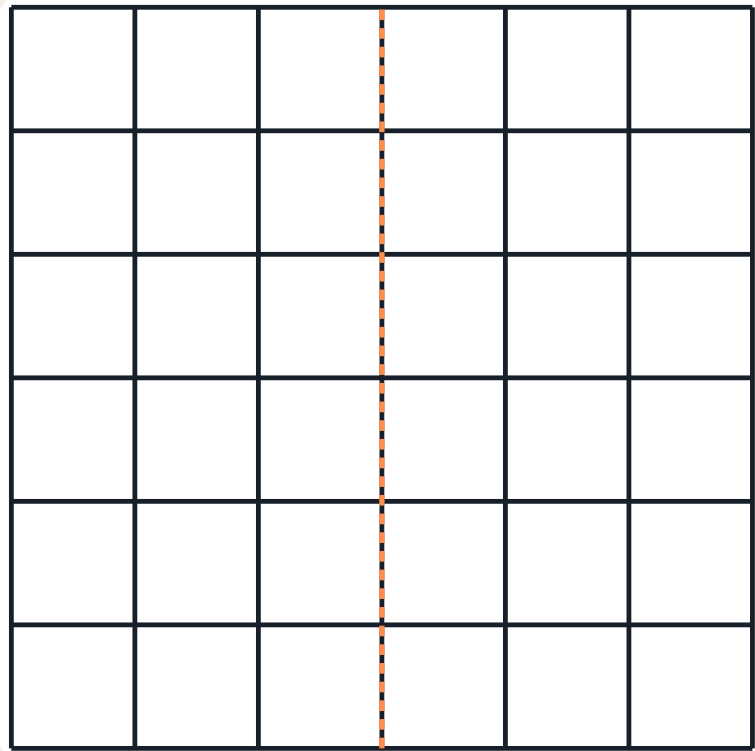
AGE 7+

10 MIN

SYMMETRY

HOW TO PLAY

- 1 Player 1 marks any empty square.
- 2 Player 2 must mark the mirrored square on the opposite side of the center line if it is empty.
- 3 If the mirrored square is occupied, Player 2 may choose any empty square.
- 4 Players then switch roles for the next move.
- 5 The first player to create a line of four of their marks wins.



WHAT YOU NEED

This sheet and two pens.