

MAKELARK

ORBIT

Claim orbital positions and connect a route around the center without getting cut off.

2 PLAYERS

AGE 8+

10 MIN

CIRCULAR

HOW TO PLAY

1

Players alternate claiming one empty orbital node.

2

A connection exists between neighboring nodes on the same ring and along spokes.

3

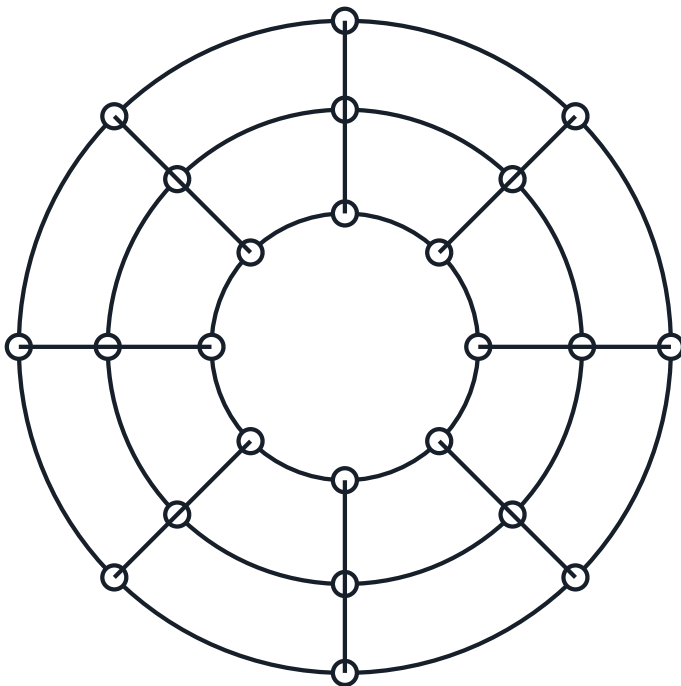
Your goal is to create a connected loop around the center.

4

The loop may use nodes from more than one ring.

5

First complete loop wins.



WHAT YOU NEED

This sheet and two pens.

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Free to print for personal use