Objective:
Practice articulating game rules.

What to do:
As a group, formalize the adapted rule set for "Dots and Boxes" developed in class. Come up with a catchy name for your game and write down everything that the players need to know in order to play. Imagine that you are going to give the rules to someone else and they will play without being able to ask you questions. Do not assume that they have played "Dots and Boxes" before.

What to turn in:
Print out two copies of the rule set (That's right, 2 copies!) and bring them to class on Monday (4/4). You only need to turn in one pair of copies per group. Make sure that your work is clearly labeled with the names of all group members.

Hints:
Take a look at some of the games described in Rules of Play as examples of high-quality game description.