**Objective:**
Practice rule exposition and play testing.

**What to do:**
Write down the rules for the Dots and Boxes game that your team invented. These rules should be complete, in the sense that a player who has never played the original game should be ready to play after reading your rules. Find two friends to test your rule set. Give them the rules to read and have them play while you watch. Try not to help. Take note of what happens, and afterwards, write a one to two page report describing your playtest. What happened and why?

**What to turn in:**
Submit your written rules and the description of your playtest (as a Microsoft Word document) to the Course On-Line web site under Homework #1.

**Hints:**
- To get a sense for how to write game rules, examine the game designs from the book.
- You will probably find the play test frustrating, especially if your rules are incomplete in some way. Try not to say anything to clarify what you've written unless the players are absolutely at a loss.