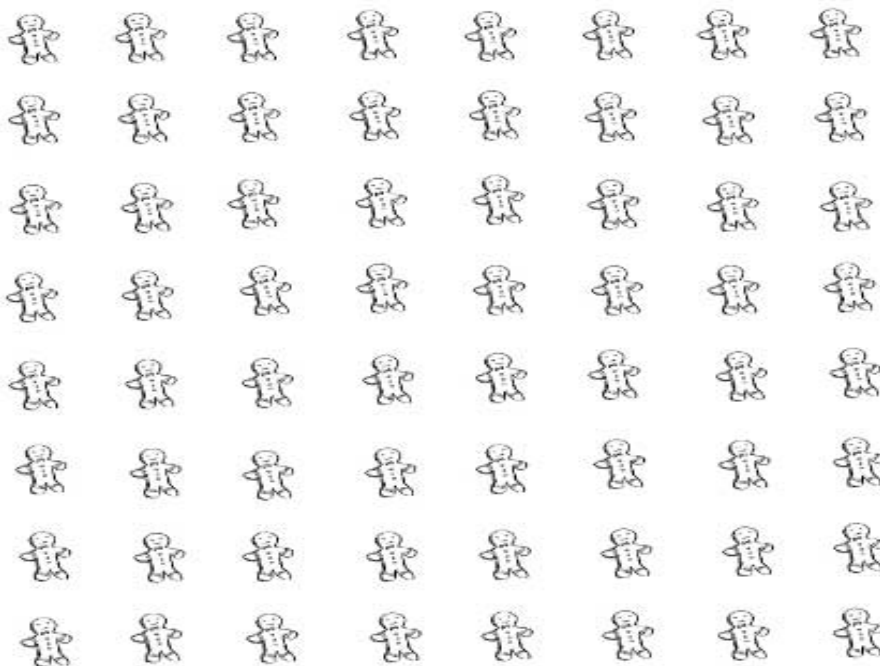




GINGERBREAD Squares



Taking turns, connect a line from one gingerbread man to another. Whoever makes the line that completes a box puts their initial inside the box. The person with the most squares at the end of the game wins!

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Example:

