PIPELAYER: The objective of pipelayer it to make a continuous line from one side of the board to the other. Each player picks a color, either black or white. White is trying to make a continuous string of dots from the left side of the board to the right side of the board. Black is trying to make a continuous line from the top of the board to the bottom of the board. Each turn consists of a player connecting two fo their colored dots. You can only connect dots that are next to each other. You cannot draw a line on top of another line. In other words if your opponent blocks your path you have to find a way around him or her.

INFUSE