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Instructions :

- Each player, on his or her turn, must
- Join two dots with an edge, and then,
- Draw a new dot on the edge.
- Note that:
- The new edge must not cross any existing edge, nor pass through any existing dot
- No dot can ever have more than three edges coming out
- The new edge can join a dot to itself
- If your opponent cannot draw a new edge, you win.

For example :


Player 2 wins.
Although there are still two dotswhich have less than three edgescoming out, there is no way to join them with a new edge.


