

Julia Robinson Mathematics Festival

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THE GAME OF CRISS-CROSS

In this fascinating game of skill and strategy, players alternate turns until one of the players is unable to make a move. To begin, create a game board by drawing up to seven more dots *inside* the square. Then decide who will play first. On each turn, draw a segment between any pair of dots which does not intersect any of the existing segments. The winner is the last person able to make a legal move.

Circle the person who won your game: *first person* OR *second person*



Vertices (points) $V =$	Edges (segments) $E =$	Faces (regions) $F =$
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