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)  Edges (segments)  Faces (regions)

\[ V = \]  \[ E = \]  \[ F = \]