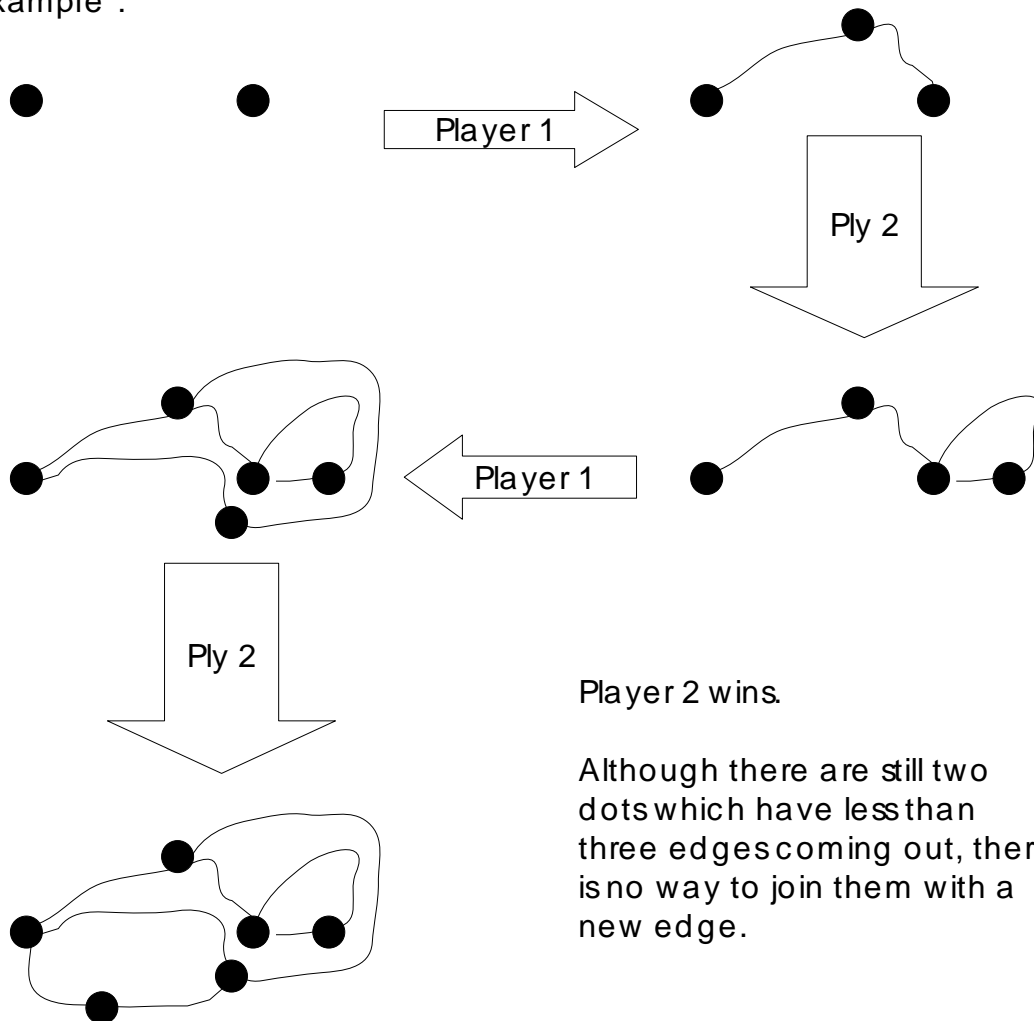




Instructions :

- 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 dots which have less than three edges coming out, there is no way to join them with a new edge.

