



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 :



