Julia Robinson Mathematics Festival

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 =

Julia Robinson Mathematics Festival

Hosted by Google
Sponsored by MSRI and the Blachman/desJardines Fund
April 22, 2007

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 =