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 triangle. 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 =