**Sprouts**

Play with your friend! Play several times, starting sometimes with the same number of dots, and sometimes with a different number of dots.

1. Start drawing a few dots on a piece of paper (for a first game, 4 or 5 dots are enough).

2. A move consists of joining two dots with a line (or one with itself with a loop) and then placing a new dot on this newly drawn line.

3. The line may be of any shape but cannot cut itself, cross another, or go through a dot that was already drawn.

4. No dot may have more than 3 lines attached to it.

5. Players take turns in turn and the last person who is able to make a move wins.

This game was invented by John Horton Conway, an important English mathematician who loved games and puzzles.
Observe! How many moves can a game last each time?