

This game was invented by John Horton Conway, an important English mathematician who loved games and puzzles.

by Coles de Bruselas

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

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.

The following diagram shows the development of a possible game with three points initially:



