Sprouts

REQUIREMENTS
- Two players
- Pencil and paper

GAMEPLAY
Two players begin by placing two or more dots on a sheet of paper. The dots should be spread out. Each player's turn consists of drawing a line between two dots (or from one dot back to itself), and then adding a new dot somewhere along the new line he has just drawn. The new line can be straight or curved, it doesn't matter. However, players must follow these rules:

- The line must not touch or cross itself or any other line.
- The new dot must be placed somewhere on the new line but not either end of the line.
- No dot may have more than three paths connected to it. A line passing through a dot (in and out) counts as two paths. A new dot that is added to a new line automatically has two paths connected to it. A line from a dot to itself counts as two paths.

OBJECTIVE
The player who is unable to draw a new line loses.

EXAMPLE
Here an example of a 2-dot game of Sprouts:

This is the beginning of a two-dot Sprouts game. The dots can be placed anywhere; they don't have to be vertical.

Player One draws a line (curve) between the two dots and adds the gray dot.

The gray dot is Player Two's first move. The white dot has three lines into it and is completely used up.

This is Player One's second move. He adds the gray dot to the new line.

This is Player Two's second move. She adds the gray dot to the new line.

Although the two white dots are "open," Player One cannot make a move without breaking the rules. Player Two wins the game.