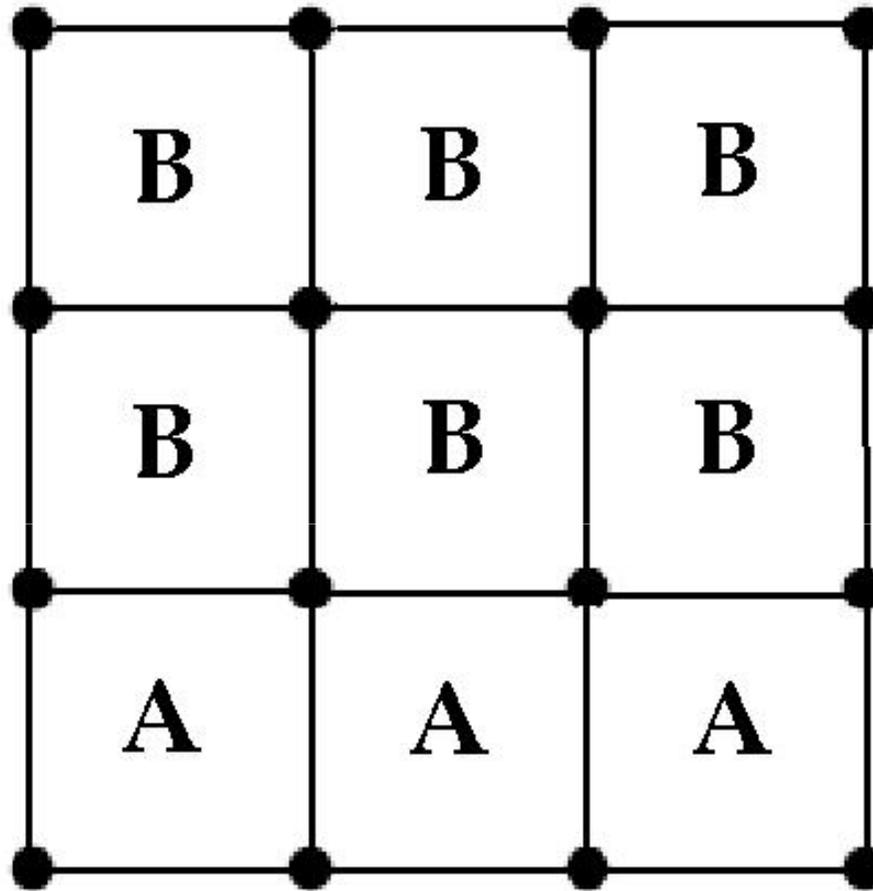
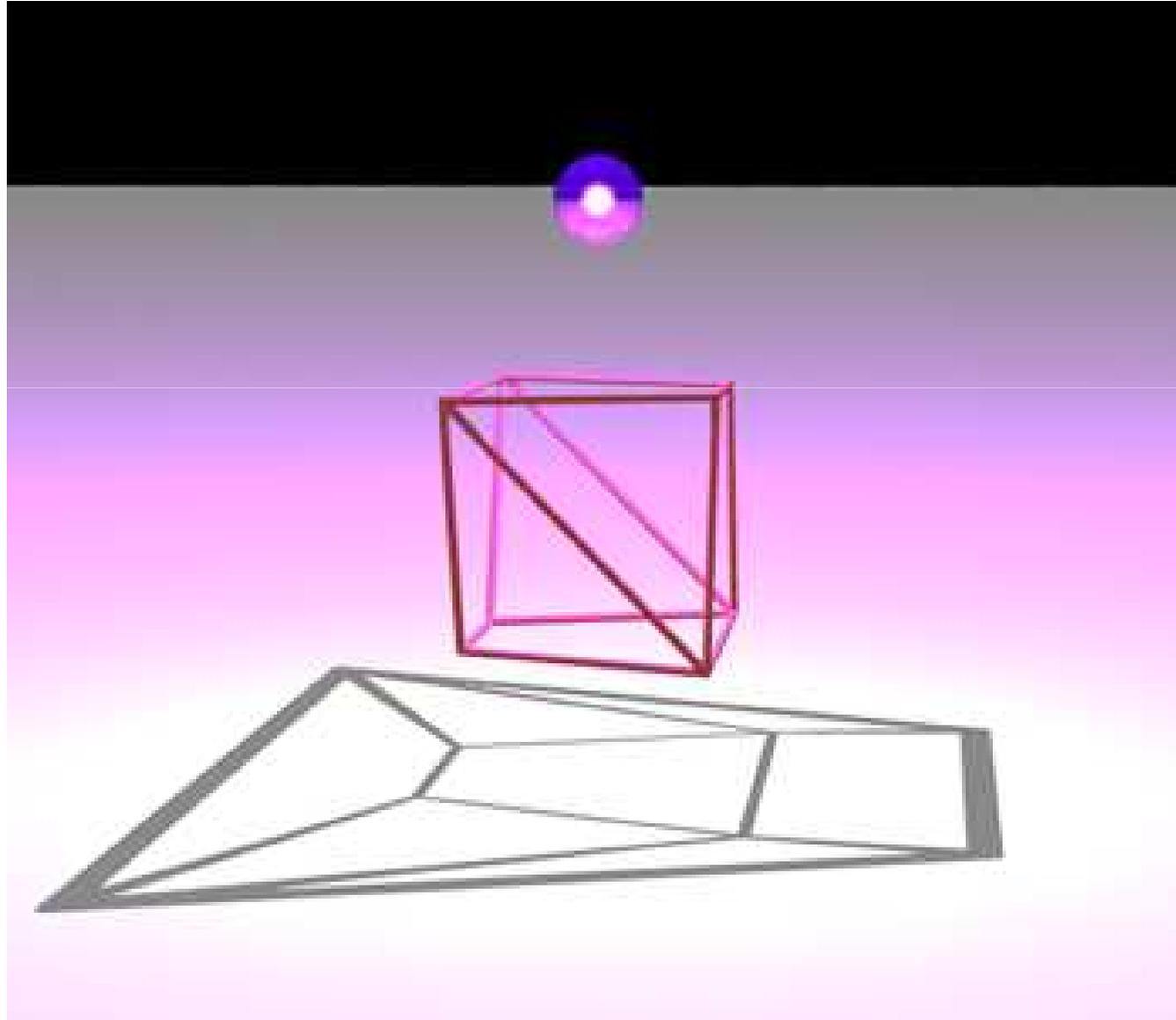


# Pontos & Quadrados



Alternadamente, cada jogador une dois pontos vizinhos com um segmento horizontal ou vertical. Quando um deles completa um quadrado, escreve a sua inicial no interior do quadrado e joga outra vez. Quando um jogador dispuser de uma jogada que complete um quadrado, **não** é obrigado a fazê-lo.

Euler:  $E = F + V - 1$  (w/ infinite face)



In D&B, Euler:

$$L = Q + P - 1$$

Another way of counting:

$$L = Q - D + J - 1$$

where: L = lines, Q = Squares, P = Points,  
D = Double moves, J = moves.

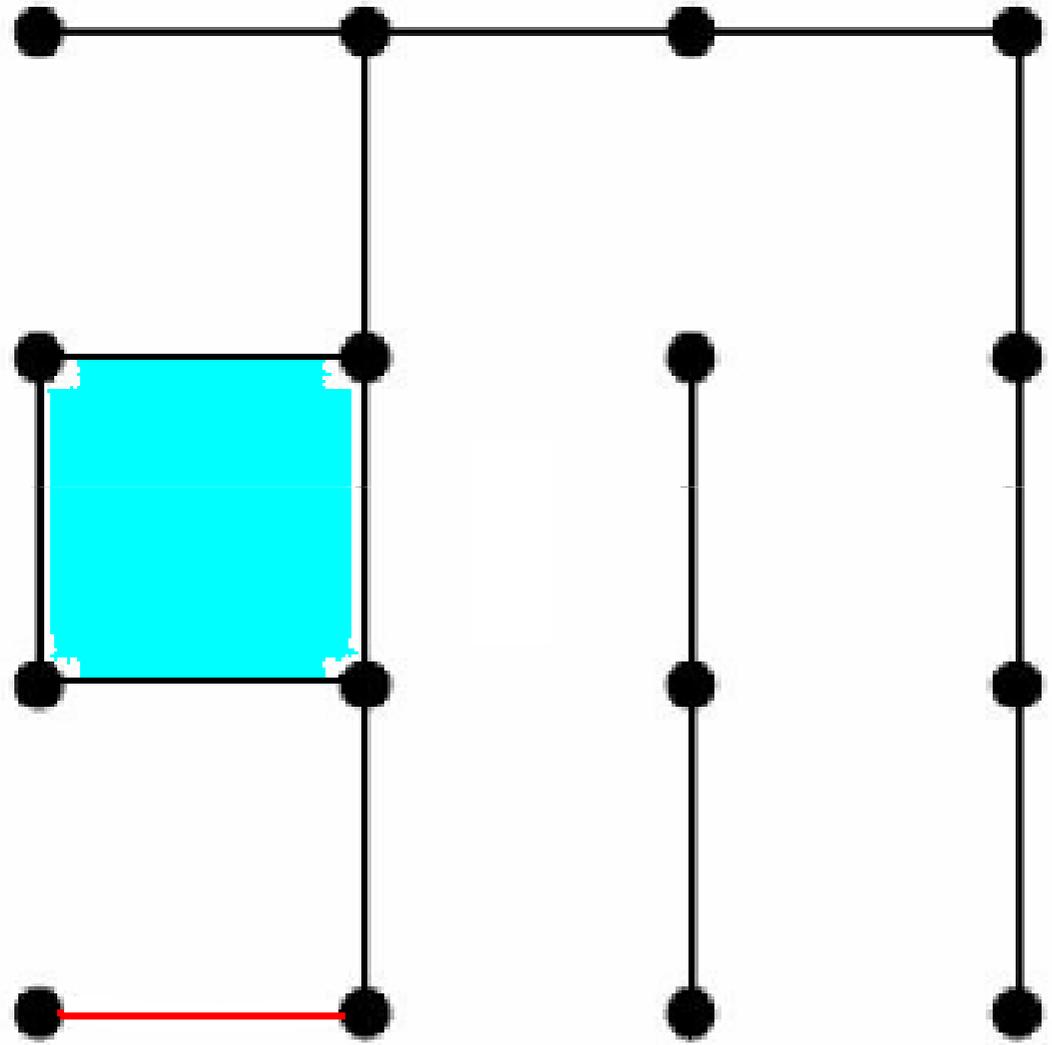
Therefore  $J = P + D$ . Thus, A wants  $P+D$  odd, B wants it even. (Both want to be the last).

Usually, the number  $D$  is one less than the number of long chains of squares, therefore A wants  $P+C$  even, B wants  $P+C$  odd, where  $C$  stands for the number of long [chains](#).

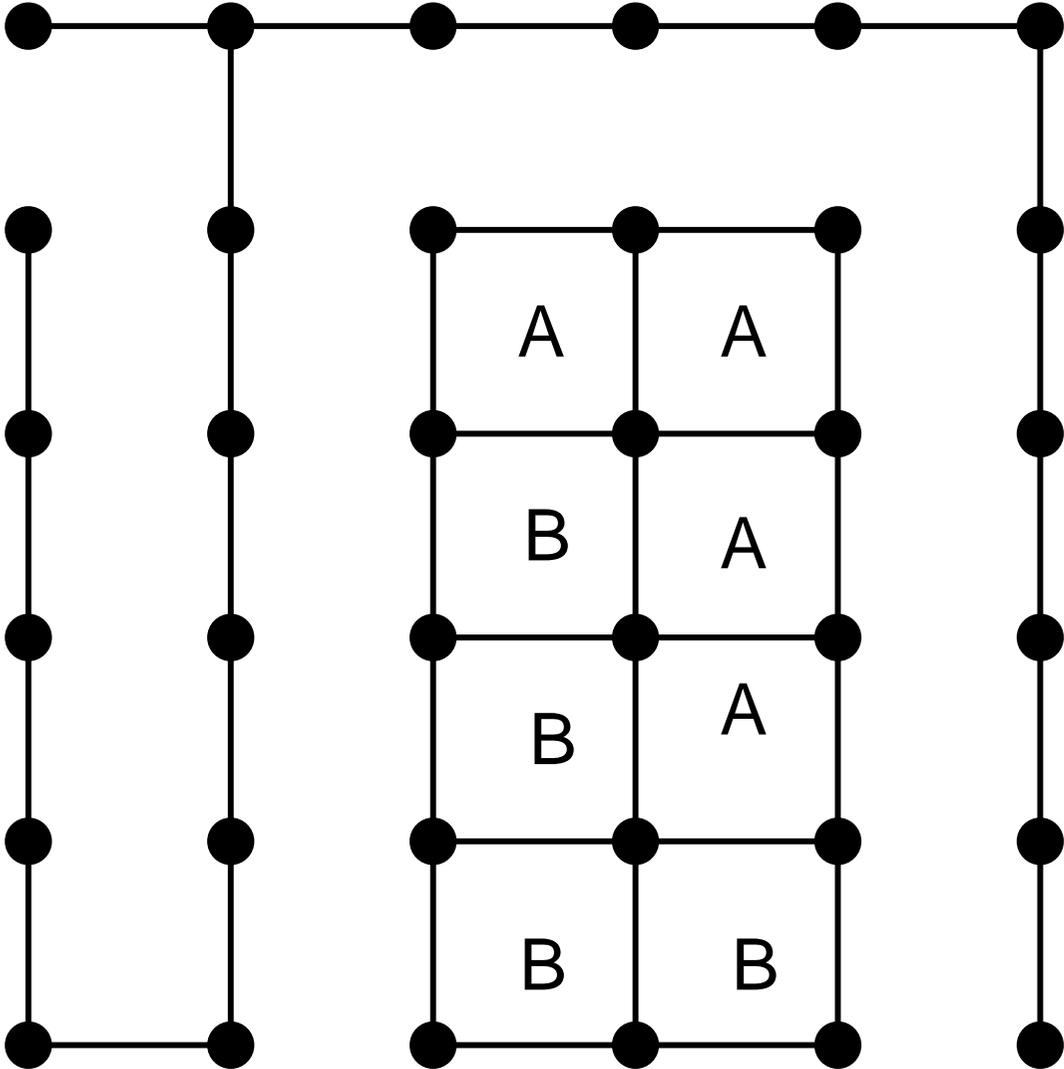
(Long means at least 3).

This gives a strategy to play the position above.

# Bad Move: Just 1 long chain



# Como jogar?



Deixar presente envenenado!...

