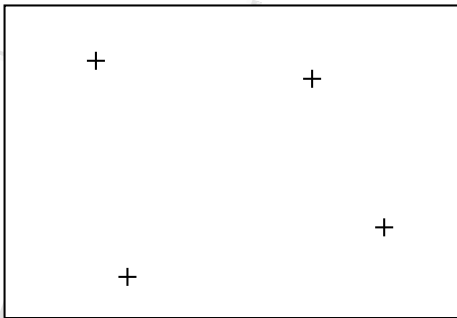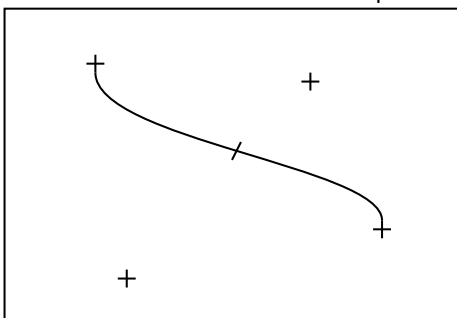## PRONGS

This is a game for two players.

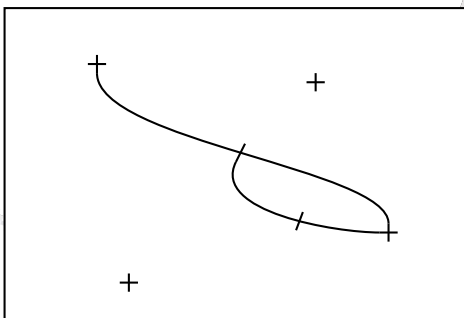1. Draw four crosses anywhere on a piece of paper. For example:

    Each cross has four "prongs".

2. Player 1 chooses any two of the prongs and joins them with a line. They then create two new prongs in the middle of the line. For example:

3. Player 2 chooses two not-yet-used prongs, joins them with a line, and creates two new prongs in the middle of the line. Lines are not allowed to cross. For example:

4. Play continues in this fashion. If one player is not able to make a move, the other player is the winner!

Can you come up with a winning strategy?