We start by defining a recursive-inductive type bsPlay that will encode a Brussels Sprouts position. The attributes that we keep track of are

- The set of crosses in the position.
- The set of edges in the position.
- The source and target functions that identify the beginning and ending crosses of each edge (This introduces a direction to our graph which is not part of Brussels Sprouts, but we shall ignore this extra information).
- The set of faces in the position.

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• For each cross, the faces that each crossbar extends into.

This datatype is constructed inductively according to the following rule:

• Given any face of the position and any pair of crossbars that extend into that face, we may draw an edge joining the two crossbars and then add a new cross on that edge (so we have actually created two new edges).

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