

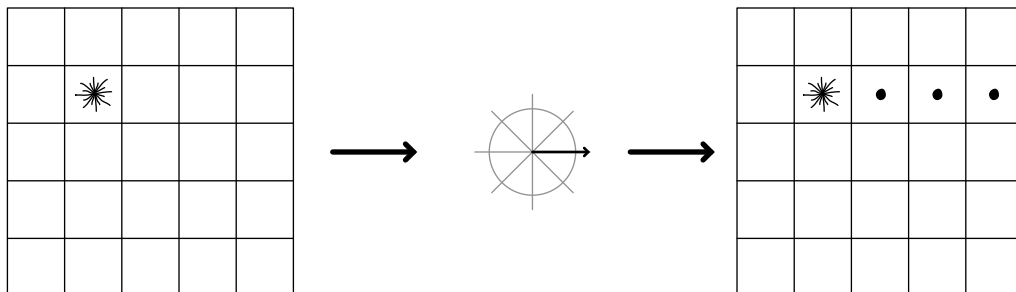
# DANDELIONS

## 2 Player Game

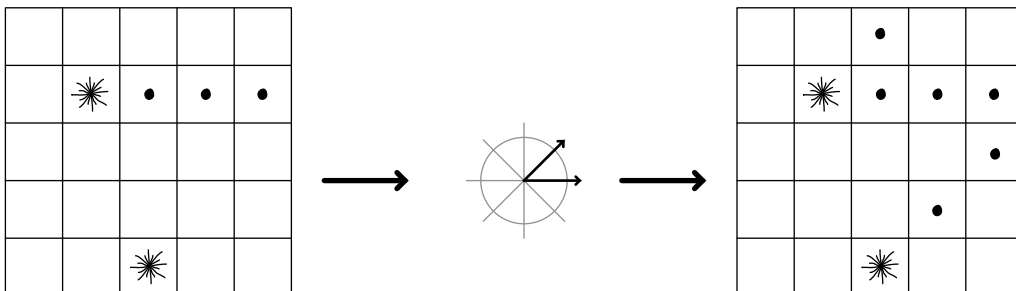
Player 1 places a dandelion on a 5x5 meadow. Player 2 picks a direction for the wind to carry the seeds. The wind won't blow that direction again during the game. Player 1 places another dandelion, and Player 2 again blows the wind spreading seeds from both dandelions. Continue taking turns until the wind has blown in 7 of the 8 directions. If the 5x5 meadow is covered with dandelions and seeds, then Player 1 wins. If there are empty squares, Player two wins.

Below is an example game.

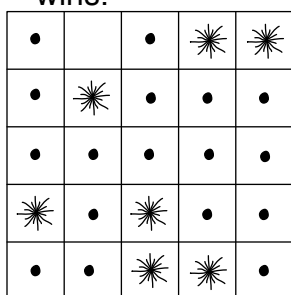
Turn 1: Player 1 places a dandelion. Then Player 2 chooses a direction for the wind to blow and the seeds spread.



Turn 2: Player 1 plants another dandelion (possibly on top of a seed). Then Player 2 chooses a new direction for the wind to blow and the seeds spread from both dandelions.

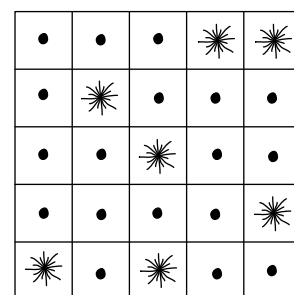


Play continues until the wind has blown in every direction except for one. If the dandelions and seeds cover all the squares, then the dandelions win. If there are any empty squares, the wind wins.

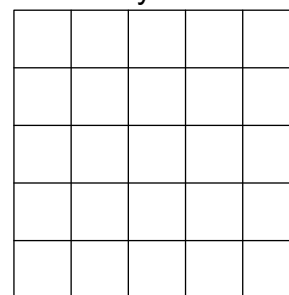
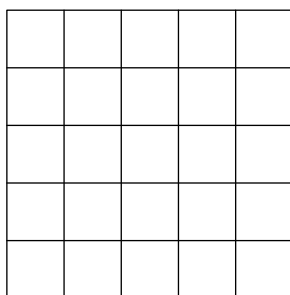
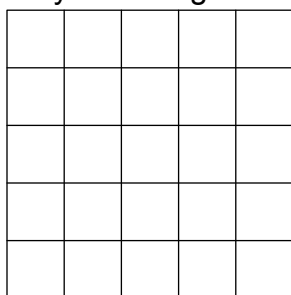


Wind wins!

Dandelions win!



Play several games with a partner. Three boards are below, but you can create your own as well.



Which side seems to have the advantage? What strategies can you recommend?