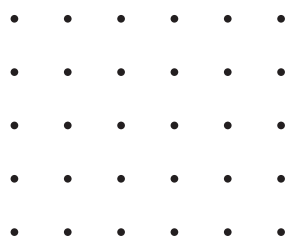
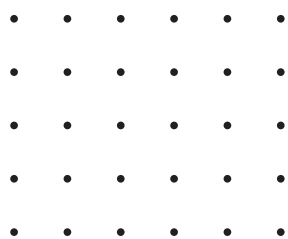
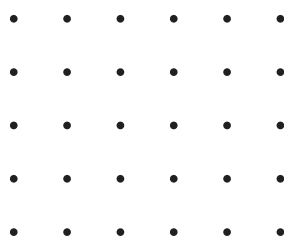
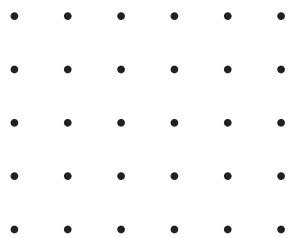
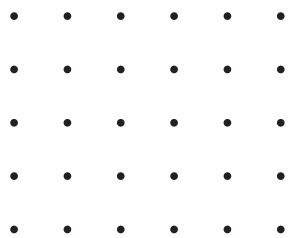
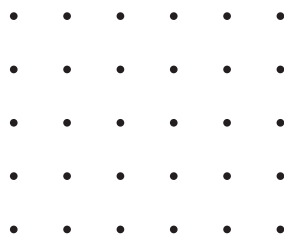
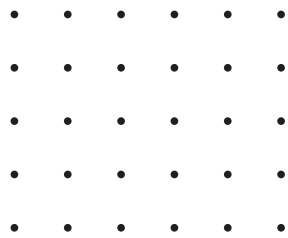
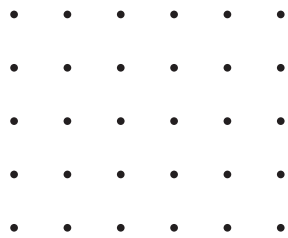
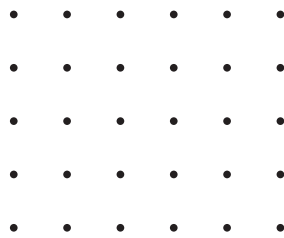
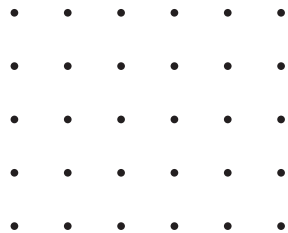
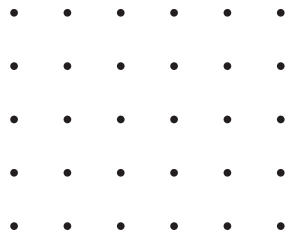
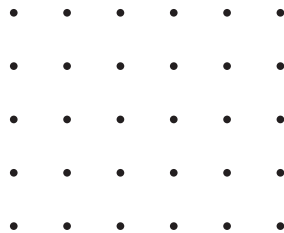


In a **Grid Net** game, players alternate drawing 1-unit squares on a 5-by-6 dot grid. Player 1 begins by drawing a single 1-unit square anywhere on the grid. On all other moves, a player must draw a square that is attached to exactly one side of exactly one other square.

The game is complete when six squares have been drawn. If the six-square arrangement makes a cube net, Player 2 wins. If the arrangement is **not** a cube net, Player 1 wins.

Can you find a winning strategy?

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