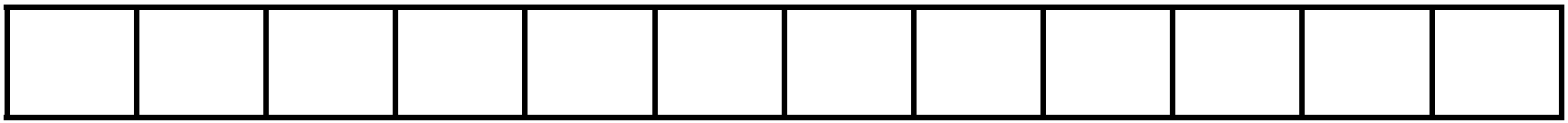
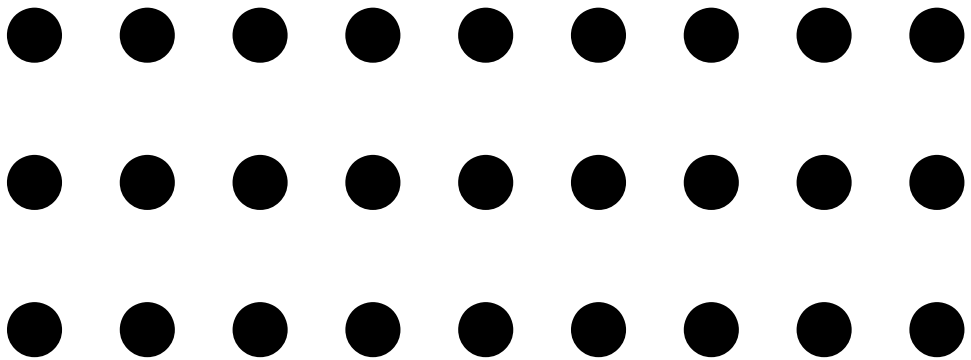
The SOS Game

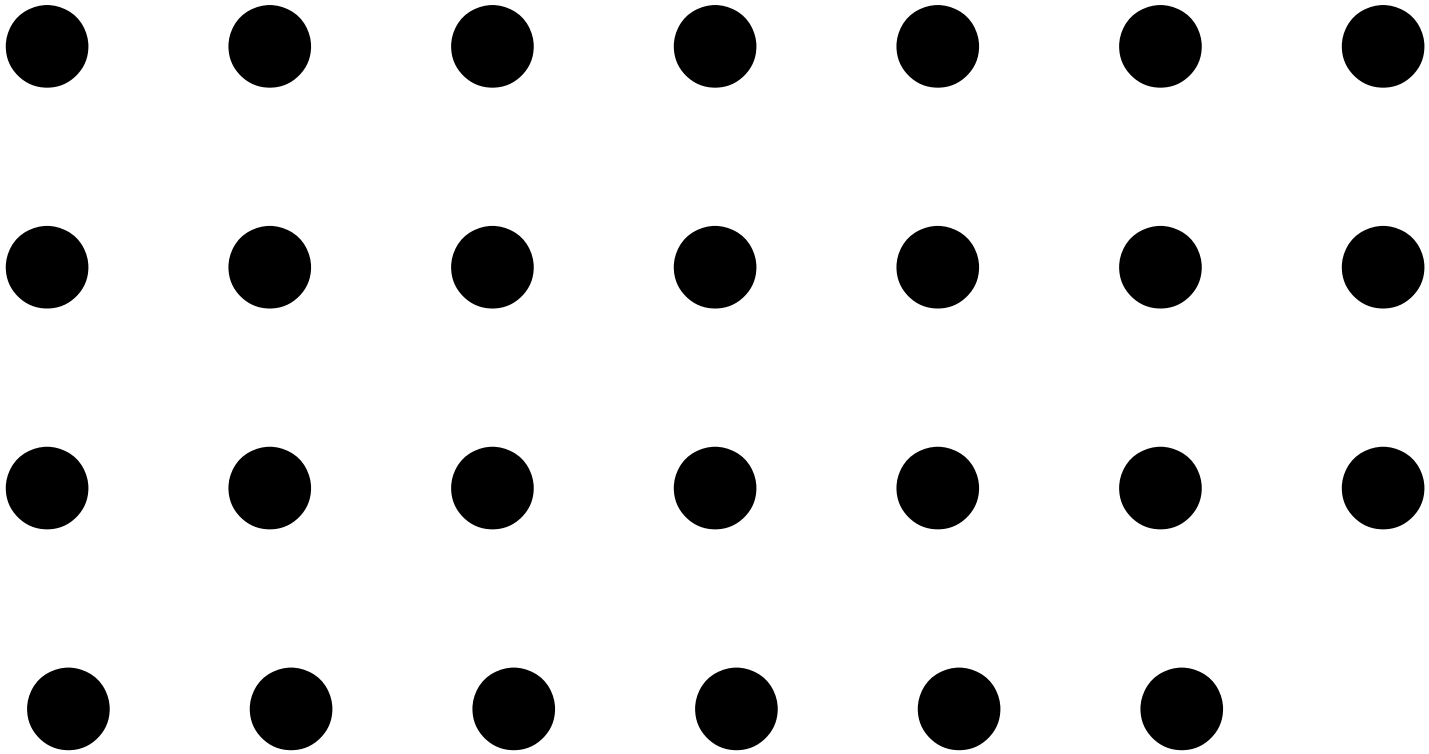
Two players take it in turns to write either an S or an O in a cell. The winner is the one to complete SOS in adjacent cells.



Players take it in turns to remove 1, 2 or 3 matches from a pile of 27 matches.

The winner is the person to pick up the last match.





Place a counter on the square marked N.
Players take it in turns to slide the counter 1 or 2 squares towards A.
The winner is the one who lands on A.

A	B	C	D	E	F	G	H	I	J	K	L	M	N

WASP

TIED

WOES

HOT

TANK

SHIP

BRIM

HEAR

FORM

HOT	FORM	WOES
TANK	HEAR	WASP
TIED	BRIM	SHIP

Dawson's Kayles

Lay out at least ten counters in a row.

Players take it in turns to remove two adjacent counters. Any single isolated counters cannot be removed.

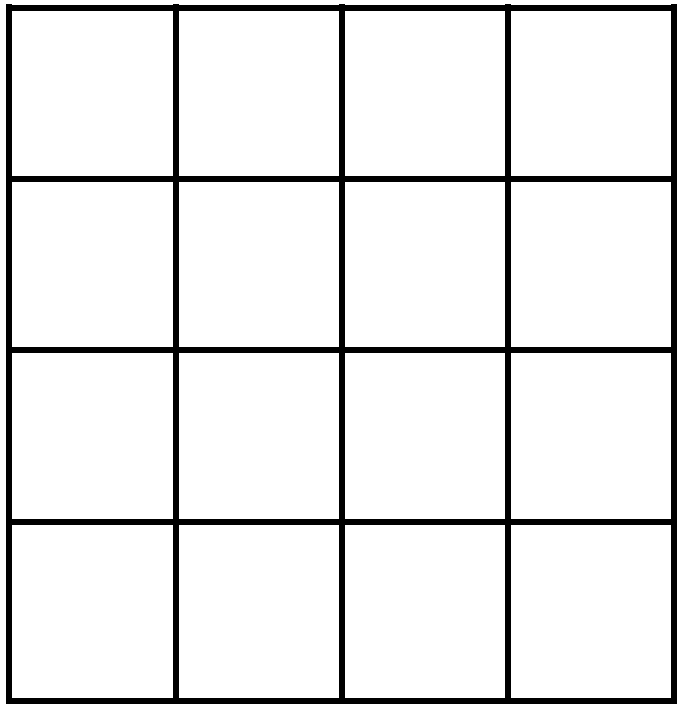
The last player to be able to remove a pair is the winner.

X	X	X	X	X	X	X	X	X	X	X
1	2	3	4	5	6	7	8	9	10	11

X	X	X	X	X	X	X	X	X	X	X	X
1	2	3	4	5	6	7	8	9	10	11	12

4 by 4 grid

Place sixteen counters in a four by four grid. Players take it in turns to remove either one disc or two or more adjacent discs from any row or column. The person picking up the final disc is the loser.

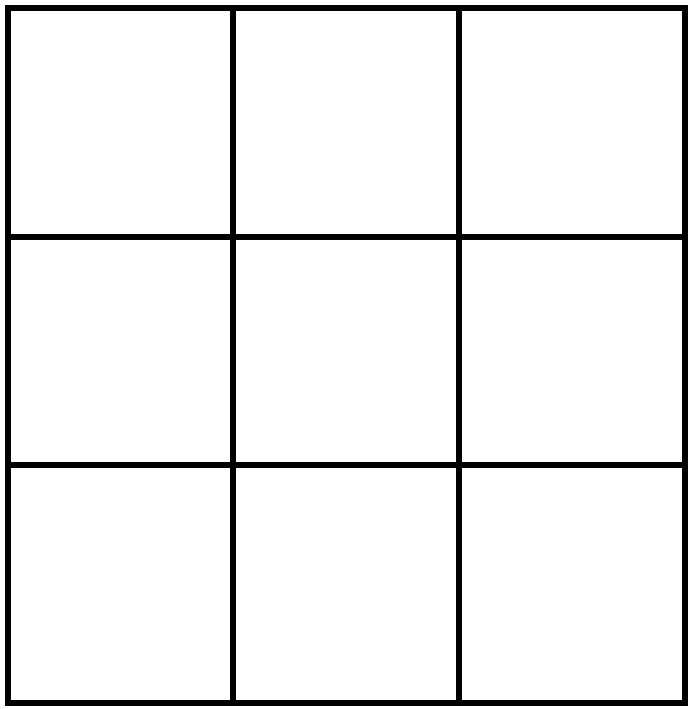


Griddle

Take turns to place one, two or three counters in the 3 by 3 grid.

If two or three counters are placed, then they must be in the same row or column.

The player who places the last counter or counters wins.



27 matches

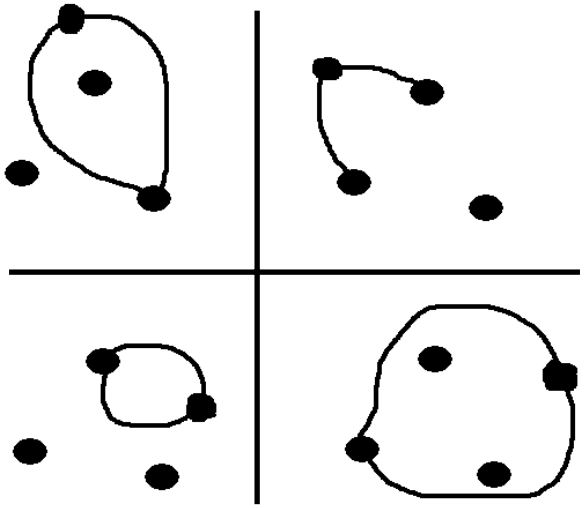
Players take it in turns to remove 1, 2 or 3 matches from a pile of 27 matches.

When all the matches have been removed the winner is the person with an odd number of matches.

Sprouts

Mark three dots anywhere on a sheet of paper. Each player in turn draws a line joining a dot either to itself or to another dot and places a new dot on this line.

Some possible opening moves:

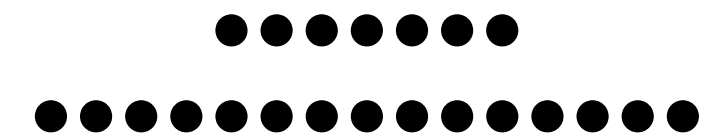


No line may cross either itself or any other line and no dot may have more than three lines leaving it.

The last player able to move wins the game.

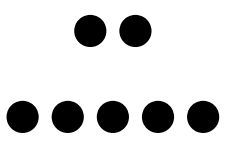
Splitting Piles

Start with two piles of, say, 7 and 15 matches.



A move consists of removing one pile **and** splitting the other pile into two smaller piles.

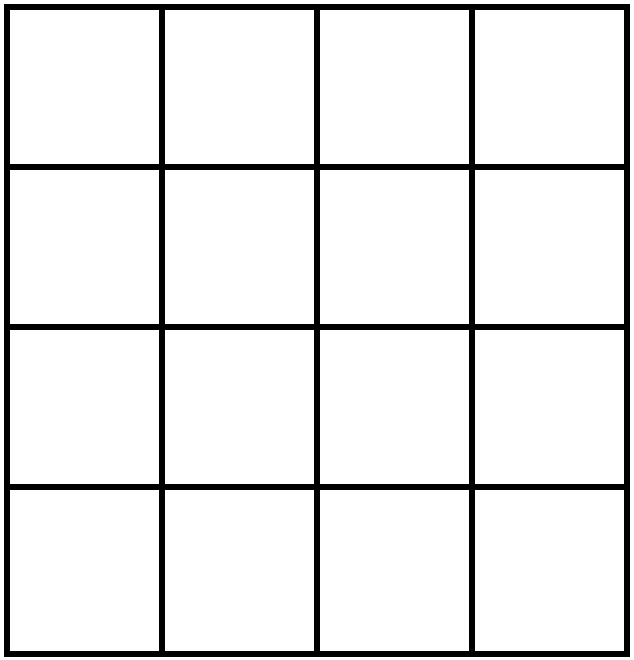
For example, player 1 could remove the 15 pile and split the 7 pile into 2 and 5:



The first player unable to do this loses.

King's Move

Put a counter on any square of a 4 by 4 grid. Two players take it in turns to move the counter one square in any direction. They may not move to a square already visited. The loser is the first player unable to go.



Factor Nasty

Two players take it in turns to write down a whole number less than 20.

They are not allowed to write a number if it is a factor of a number already written.

(For example, If the first player writes down the number 4 then the number 2 cannot be used on later moves.)

The loser is the first player unable to go.

Juniper Green

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40

Player 1 crosses out any even number.

The two players take it in turn to cross out a number which is a factor or multiple of the previous number.

The first player unable to go loses.

The Rotating Die Game

Player 1: Place the die with any face uppermost.

Player 2: Make a quarter turn of the die, rocking it about any one of its four base edges, to bring another face uppermost. Add the number on this face to the previous number.

Take it in turns to continue this process of quarter turns keeping a running total.

The winner is the person to bring the running total up to 30 or forces his/her opponent to go over that number.

The Rotating Die Game

Target	Winning Moves	Target	Winning Moves	Target	Winning Moves	Target	Winning Moves
1		10		19			
2		11		20			
3		12		21			
4		13		22			
5		14		23			
6		15		24			
7		16		25			
8		17		26			
9		18		27			

The Rotating Die Game

Target	Winning Moves	Target	Winning Moves	Target	Winning Moves	Target	Winning Moves
1	1	10		19			
2	1,2	11		20			
3	3	12		21			
4	4	13		22			
5	5	14		23			
6	3,6	15		24			
7	2,3,4,6	16		25			
8		17		26			
9		18		27			

The Rotating Die Game

Target	Winning Moves	Target	Winning Moves	Target	Winning Moves	Target	Winning Moves
1	1	10	1,5	19	1,5	9n+1	1,5
2	1,2	11	2,3	20	2,3	9n+2	2,3
3	3	12	3,4	21	3,4	9n+3	3,4
4	4	13	4	22	4	9n+4	4
5	5	14	5	23	5	9n+5	5
6	3,6	15	3,6	24	3,6	9n+6	3,6
7	2,3,4,6	16	2,3,4	25	2,3,4	9n+7	2,3,4
8	4	17	4	26	4	9n+8	4
9	None	18	None	27	None	9n(+9)	None

Nim

Divide approximately 30 matches randomly into three or four piles – do not attempt to make the piles equal.

Players alternate. At each go the player chooses one of the piles and removes any number of matches from that pile: 1, 2, . . . or the whole pile.

The winner is the player to remove the last match.