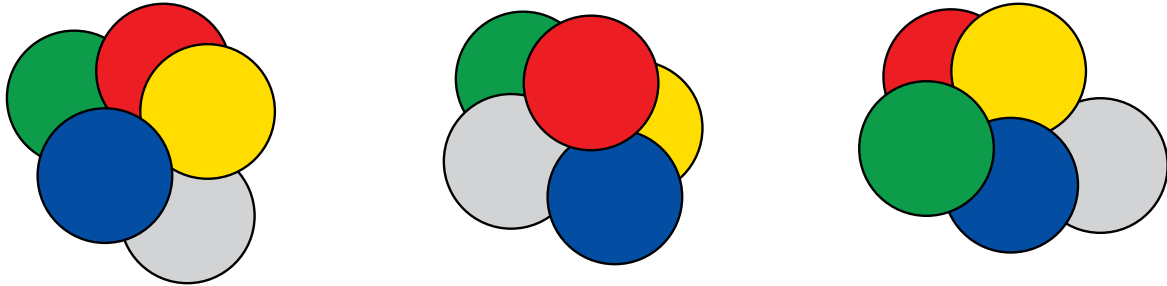


Nim



Nim is a simple game for two players.

Start with three piles of five counters, as shown.

Take turns to play. On each turn, a player can take as many counters as they like from any one pile. They must take at least one counter.

The player who takes the last counter loses.

Can you find a winning strategy?

Variations

Change the starting number of counters in each pile. (The three piles do not have to have the same number of counters at the start and you don't need to have three piles.)

or

Change the rules so that the person who takes the last counter wins.

Similar games

There are many games that involve counting up or down towards a target. One example is a game called 21, which is played as follows:

- Start with the 'score' at 0.
- The first player can now add 1, 2, 3 or 4 to the score.
- Player 2 now adds 1, 2, 3 or 4 and play continues until somebody wins by taking the score to 21.