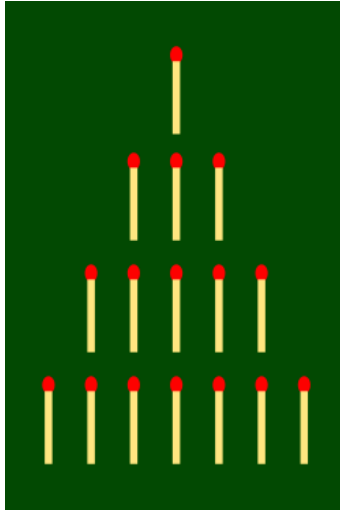


How to play Nim



Standard Version (this is what we played in class):

"Nim" is a two-player game played with counters. The counters can be anything (e.g. beads, Cheerios, bits of paper). To set up the game, divide 16 counters into piles of 1, 3 5 and 7 (see diagram above).

The players alternate turns. On each player's turn they may remove any number of sticks from one of the piles, up to the number of sticks remaining in that pile; but they can only take from a single pile on a given turn.

The goal is to take the last counter. Whoever takes the last counter **wins**.

Misère Version: *This version of the game has the same rules, except that whoever takes the last counter **loses**.*

Recording Tally Sheet	
<u>Wins</u>	<u>Losses</u>
One pattern that I've noticed is:	
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