

Nim

Players: Two

To play:

Lay the fifteen counters out in a row.

Take turns picking up counters.

You must pick up one or two counters in a turn.

The object of the game is to leave just one counter for the other person to pick up.

Whoever picks up the last counter loses.

Two Dimensional Nim

Players: Two

To play:

You will need eighteen counters.

Players take turns putting markers on one or two squares at a time.

If two squares are covered, they must be fully connected on a side.

The person who fills the last square or two squares wins!



Tapatan

A Game from the Phillipines

This is a three-in-a-row game where one player tries to get three counters in a row on the board.

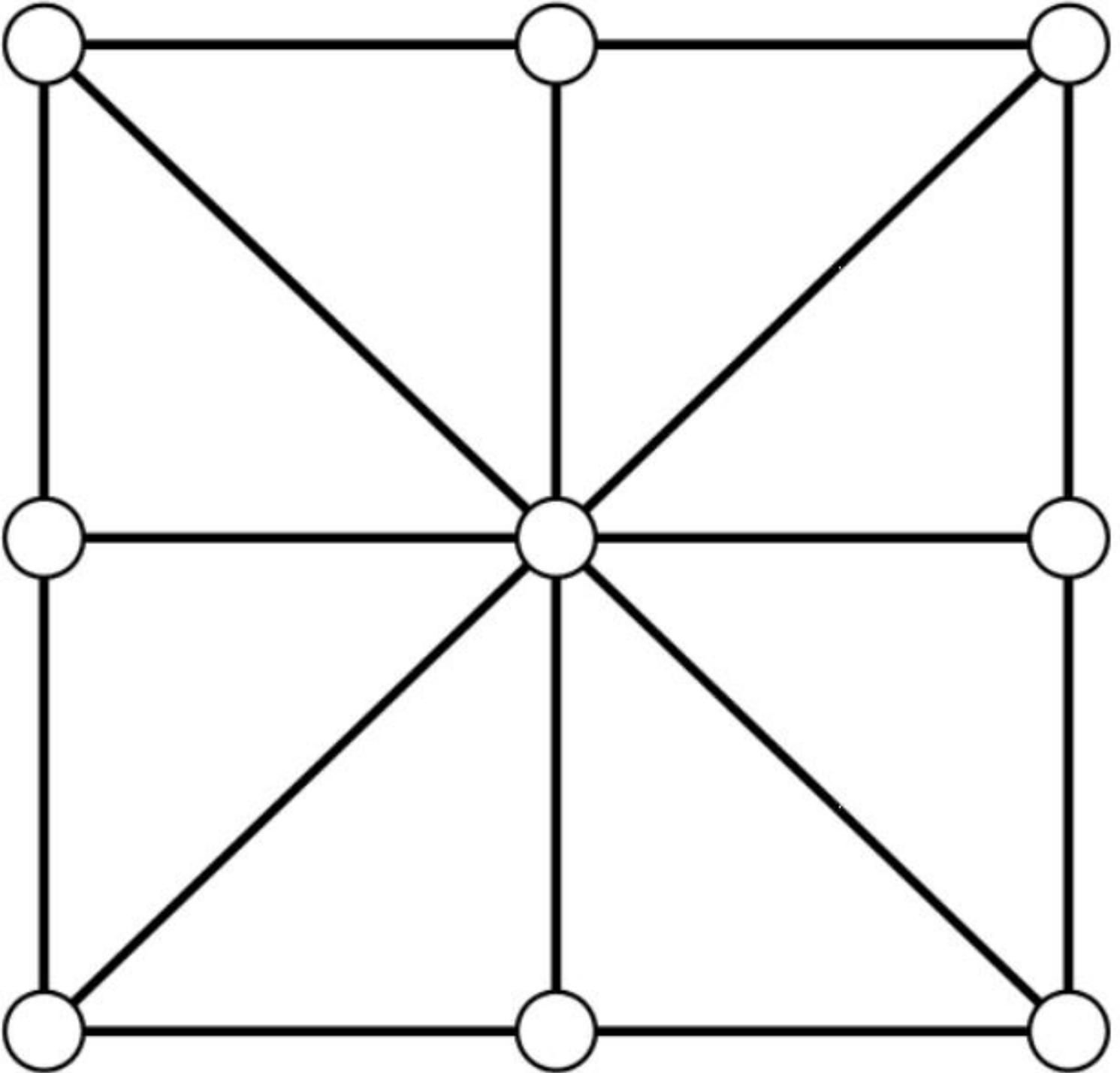
You will need:

- a copy of the game board
- two players
- 6 counters - three similar counters for each player

How to play:

1. Each players takes three similar counters.
2. The game is played on the nine points where the lines cross on the circles. Players take turns placing their counters on the board in the empty circles, alternating until all counters are on the board.
3. The players take turns moving one counter at a time from circle to circle.
4. Players may not hop over the other counters, either theirs or their opponent's.
5. Players can block the other player's counters on their turn.
6. The goal of the game is for a player to get their three counters in a row vertically, horizontally or diagonally.

Tapatan



Span

Materials:

grids 3 x 3 and 4x4

16 counters (pennies work well)

chart

Players: 2

To begin the game, players need to place one counter in each square on one of the grids.

Each player, at his or her turn, removes one counter from any square they choose.

Players must leave at least one counter in each row and each column.

The last player to remove a counter wins. When a player removes a counter so that one row or column is blank, they lose.

Keep track to see which player won and how many counters were left each game. Look for patterns; who won most often, the player who went first or second? how many counters were left at the end of the game?

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