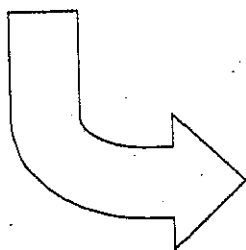


Minicomputer NIM 1 Goal of 20:

8	4
2	1

We start with 0 on the minicomputer board. Two teams play in turn. When it is your turn you put a marker anywhere you like on the minicomputer board. Once you put it on it stays, unless you make a number bigger than the goal number. In that case it must be removed, and you lose your turn. Then the other team plays in a similar way. This goes on until the goal number is reached on the minicomputer. The team whose player makes the move that reaches 20 is the winner. Play the game several times with the goal of 20. At a later time you can add the second game board (that is the ten's board) and change the goal to 100.



80	40
20	10

Activities from Challenge: A Program for the Mathematically Talented; Hagg, Kaufman,, Martin, and Rising; Addison Wesley 1986.

Greater than 5 Less than 100

80 ■	40
20 ■	10

8	4 ⊠
2	1 ⊠

Each player starts with either squares or octagons placed as shown above (any markers can be used). When it is the player with squares turn they must make a number smaller than 100 but greater than 5 by moving one of their markers to any minicomputer box on the “hundreds” board or the “ones” board. When it is the player using the octagons’ turn they must make a number less than the largest number showing on the boards but greater than the smallest number showing on the boards by moving one of their octagon pieces to any minicomputer box on the “hundreds” board or the “ones” board. Play continues until one player finds it impossible to move their piece and still follow the “less than the biggest number and greater than the smallest number rule.” The last player to successfully make a move is the winner.

Activities from Challenge: A Program for the Mathematically Talented; Hagg, Kaufman,, Martin, and Rising; Addison Wesley 1986.