COncrete
Nim

Rules of the Game

- Arrange the counters in three rows (3 counters in the first row, 5 in the second, and 7 in the third).

- Take turns removing as many as you want but only from one row. You can take an entire row if you want.

- No skipping turns!!!

- The winner forces the other person to take the last counter.

Game Variations:
- Change the number of rows
- Change the number of counters
- Does the strategy you use change if there is an even number instead of an odd number of counters?
- What if there is only one row?
Mental Math Nim

Participants need paper and pencil. The goal is to be the player that gets to 23.

Rules of the Game:
- Players decide who will go first.
- The first player picks either 1, 2 or 3 as his or her starting number.
- Player Two adds either 1, 2, or 3 to the first player's number.
- Players take turns repeating this process each time adding the new number to the total so far.
- The player that reaches 23 first wins.

Variations - and they are countless
- change the goal
- subtract instead of adding
- one player uses odd numbers, the other even
- multi-step turns (subtract and multiply - +3 x 2)

1 - - 2 - - OR - - 3??