

Plus or Minus

The game begins with a sequence of 10 positive integers written on the board. Player 1 decides who gets to go first. On a turn, each player places either a + or a − between two consecutive numbers in the sequence. Player 1 wins if the resulting number is even, and Player 2 wins if the resulting number is odd. (Can you tell who has the advantage?)

Squares and Circles

The game starts with a sequence of squares and circles drawn on the board. Player 1 decides who gets to go first. On a turn, a player picks any two shapes. If the shapes are the same they get erased and replaced with a square. If the shapes are different they get erased and replaced with a circle. Player 1 wins if the last shape left is a circle.

Find Another Number

Players start with two given numbers on the board. They try to find another number by subtracting any two numbers on the board (their answers must be positive), and this number gets added to the board. Players race to find the most numbers.

Solitaire on a Circle

This game is for one player, but two players can also play together by taking turns. The game starts with 10 pennies arranged in a circle. There should be some pennies with heads showing. On each turn, a player chooses one of the pennies with heads facing up. This penny is removed and the two pennies next to it are flipped. The player(s) win if all the pennies can be removed.

16 Pennies

The game starts with 16 pennies. Player 1 decides who gets to go first. On a turn, a player takes 1, 2, or 3 pennies from the pile. The player who takes the last penny wins.

Place the Last Penny

Players take turns putting pennies on a circular board. Player 1 decides who gets to go first. Pennies can be placed anywhere on the board as long as they do not stack on top of each other or overlap. The player to place the last penny wins.