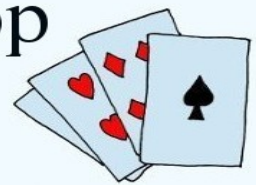
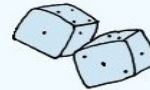


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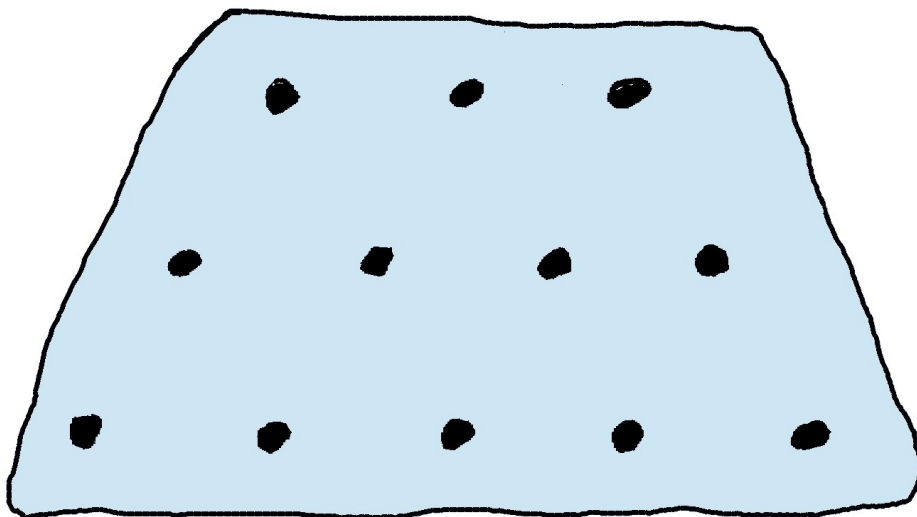


The Historic Games Club

A GAME FOR TWO PLAYERS. PRINT OUT THE PAGE OR DRAW A COPY OF THE BOARD - TAKE A LOOK AT <https://www.thehistoricgameshop.co.uk/the-historic-games-club.html> FOR IDEAS FOR MAKING OR FINDING YOUR OWN GAMES PIECES, AND HOW TO PLAY IF YOU HAVE NO OPPONENT.

No. 9. Nim

Another very quick and simple game in which the fun comes from working out a winning strategy. The first evidence in Europe for games like Nim are from a book written in the middle of the Italian Renaissance, around the beginning of the sixteenth century, by a Franciscan monk, Luca Pacioli, who was a close friend of Leonardo da Vinci. Pacioli taught maths, and his book, *De Viribus Quantitatis*, or “On The Power of Numbers”, was a collection of magic tricks, mathematical games and puzzles which he used to help teach maths in an entertaining way! The challenge involves two players removing one or more object from a number of piles or rows of objects, with the aim of forcing their opponent to pick up the last piece. It was published in several books of mathematical puzzles over the following centuries, but may only have been named Nim (from the German word meaning “to take”) in the 20th century. It was later adapted as one of the earliest computer games! Our version uses a board with three rows of three, four and five pieces. Player one takes one or more pieces from any row (but ONLY one row), then the second player does the same. Your aim is to leave only one piece on the board – you win when your opponent is forced to take the last piece!



HAPPY PLAYING!

Let us know how you get on at <https://www.thehistoricgameshop.co.uk>