

## The Game of Nim

### The Last Game of Nim

As they all knew how to play when in their turn 1 or 2 acorns could be removed, they decided to change not only the initial number of acorns, but also the number that could be removed in each turn: 1, 2, or 3; from 1 to 5, from 1 to 9, from 1 to...

Some years went by until all the gnomes discovered the way to win, no matter the starting number of acorns there were, the number of acorns that could be removed in one's turn, nor who should start playing to win the play..

Now it is your time to discover what gnomes already know. As usual, you will have to demonstrate it by winning me one play. I set the rules and you decide who starts playing..



*Ah!, I had almost forgotten to tell you something very important: if some day, walking in the forest, you find a pile of acorns, don't you dare to touch them. There will surely be a couple of young gnomes playing the game of Nim and they will get very upset if somebody interrupts them while playing their favourite game.*

#### YOU WILL NEED:

A pile of objects.