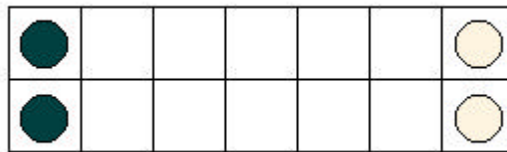


THE HANGMAN-1

This is a game for two players. A player with two white counters and another one with two black counters, that are initially placed in the sides of a board formed by two equal rows of squares, as it is shown in the figure (usually each row has seven squares, although this number can be varied).



In order to play, each player moves in his turn one of his two counters forward or backwards throughout the row in which the counter is, one or several squares simultaneously, but he never can change the counter to another row, nor go right the position occupied by the counter of the opposite player. Each player does an only movement passing the turn to the opposite player, and so on.

The game **is won** by the player who is able to immobilize the two counters of the opposite, that is to say, when he cannot move none of his two counters in his turn.

Winning this game is not a question of luck but **STRATEGY**, since there is always a winner to win if he makes the right play (there is only one winning play in each movement and it depends on what the opposite player has made in his previous turn). If in some movement he does not make the correct play, it is now the opposite player the one that has the advantage and can win the game.

Agustín de Pedrajes

Each pair must play several games and try to discover the winning strategy: who is the player who can win the game (the one that starts the game or the opposite) and how he must play to win.

Depending on how you go on playing, you will find out that there are certain positions in which no matter what you do, you cannot win in your turn, and others in which if you make the right movement, you will win.

To find out the winning strategy and the winning player, this idea can be very useful:

“If playing with this position I lose, I can leave it to the opposite, so that he will lose and I will win.”

Who can win and how he must play to get it, in this board?

White counters start:



YOU WILL NEED:
 2 counters of each color and a blank sheet where you must copy down the board.