Poison - A Strategy Game

Math concepts: logic, patterns, divisibility
Number of players: 2
Tools: 10 tokens, any sort, mix or match
Set Up: Place the pile of tokens between the players.

How to Play

The youngest player decides to move first or second. In following games the loser of the last game chooses to move first or second.

Players remove one or two tokens from the pile. Endgame

Whoever takes the last token is the loser, since the last is "poison".

Students develop a strategy for winning the game.

Variations

1 – Change the number of tokens in the starting pile.

2 – Allow players to take one, two, or three tokens per turn.

3 – Make the last token the winner.

This game has been handed down to generations.