

# Martin Gardner

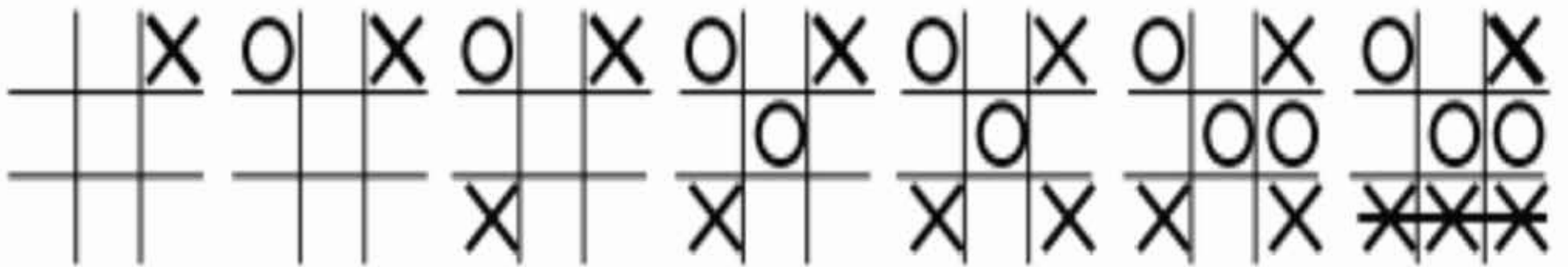


AND

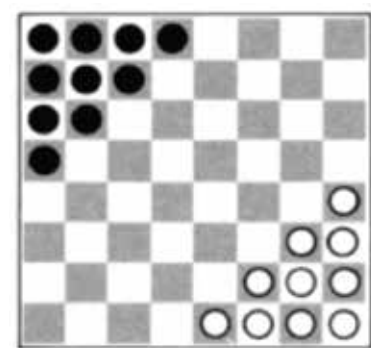
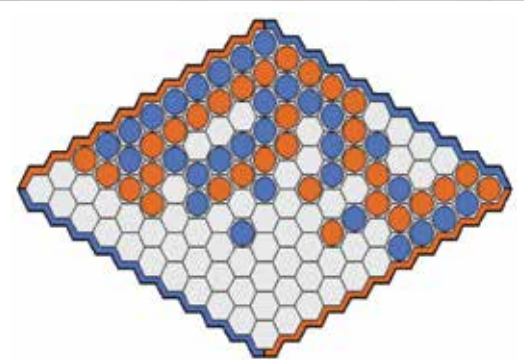


## MATHEMATICAL GAMES

Gardner popularized lots of mathematical games during the 25 years of his column in *Scientific American*. He analyzed games like *Tic Tac Toe*, *Hackenbush*, and *Sprouts* (Conway). He also solved *NIM* – the first game to be mathematically solved in a research article. With some puzzles like the *Icosian* (Hamilton) and the *Hanoi Tower* (Lucas), Gardner explained their reciprocal relations.



Gardner also studied board games. Both *Hex* (Hein and Nash) and *Halma* have far reaching mathematical content. Gardner praised some card games, namely *Eleusis* (Abbott), that emulates the process of scientific discovery.



Hex | Halma



This Martin Gardner Poster by the Ludus Association and Gathering 4 Gardner is licensed under a Creative Commons Attribution-NonCommercial-NoDerivs 3.0 Unported License.



Ludus  
[www.Ludicum.org](http://www.Ludicum.org)



Gathering 4 Gardner.  
PRESENTS

Celebration of Mind  
[www.CelebrationOfMind.org](http://www.CelebrationOfMind.org)