

Martin Gardner

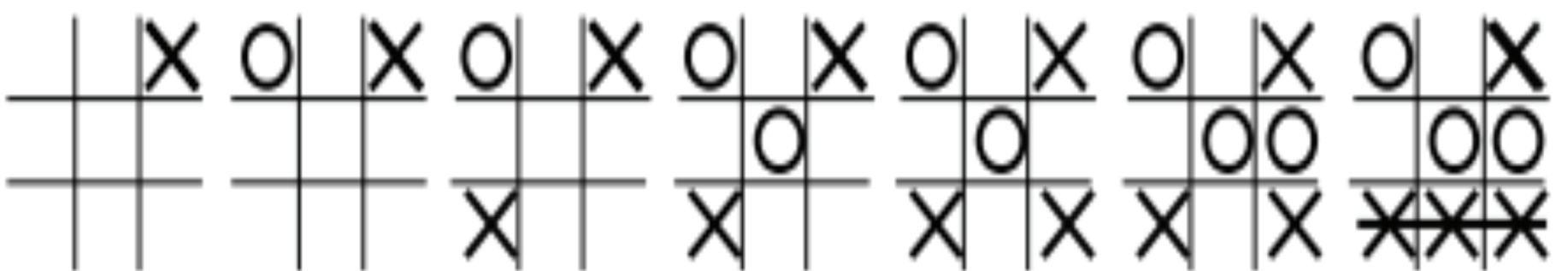


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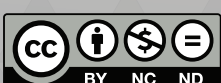
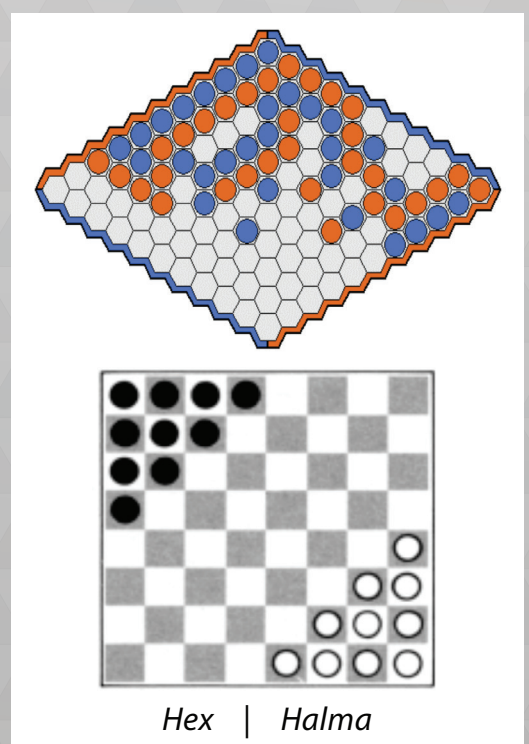


MATHEMATICAL GAMES

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.



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