

13 Pennies

13 Pennies is a simple game with endless rule changes, which can be used to explore and play this fun game again and again!

Object of the Game: Do NOT be the last person to take a penny.

The Original Rules

- 1) Start with 13 pennies (or bingo chips or pieces of paper or rocks or...).
- 2) Each turn, players can choose to take one, two, or three pennies.
- 3) The player who takes the last penny, loses!

Questions to Investigate

Is there a proven strategy for winning every time you play?

Does it matter if you go first or second?

Are there specific numbers of pennies that are more important than others?

What happens when the Object of the Game is to be the last person to take a penny?

What changes when you start with 14, 15, 16, or 17 pennies?

How does your strategy change when players are allowed to take one, two, three, or four pennies?

How else can the game be modified?