

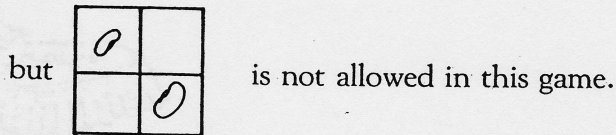
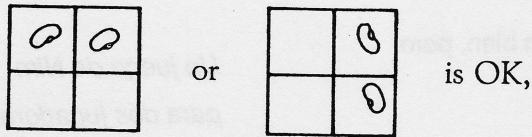
# Two-Dimensional NIM

## Why

To practice spatial reasoning and logical thinking

## How

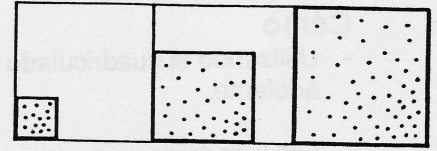
- ☐ Use the 3×6 rectangular grid below.
- ☐ Players take turns putting markers on one or two squares at a time.
- ☐ If two squares are covered, they must be fully connected on a side:



- ☐ No one can skip a turn.
- ☐ The person who fills in the last square (or the last two squares) wins.

## More Ideas

- ☐ Play on a larger grid.
- ☐ Allow one, two, or three squares to be covered as long as they are fully connected on a side.
- ☐ Change the rules so that the loser is the one who covers the last square. (And **still** no skipping turns!)



Grade Level

## TOOLS

Graph paper grid  
(see pages 79-82)

Two kinds of markers  
(beans, bottle caps, etc.)

A Nim game  
for 2 players

