

Hex

In the game of Hex, players take turn placing stones on the hexagon board. One player will place white stones with the objective of creating a connected path between the two white sides of the board. Similarly, the other player will place black stones with the objective of creating a connected path between the two black sides of the board. **The first player to create a connected path between their colored sides wins.**

Slice

In the game of Slice, you start with a 3×5 grid of squares and players take turns breaking this grid down into smaller pieces. For each turn, a player may pick up any piece then divide it into two pieces by dividing along a grid line. The player who splits the last piece (leaving 15 single squares remaining) wins.

Rook or queen game

This game can be played with a rook or with a queen.

Rook: The rook starts at the corner circled with tape on the chessboard (square H8) and players take turns moving the rook **directly down** any number of squares OR **directly left** any number of squares. The rook will progressively get closer to the corner marked with an “X” (square A1) and the player to move the rook to the “X” wins

Queen: The queen starts at the square circled with tape on the chessboard (square E8) and players take turn moving the queen. The queen may move **directly down** any number of squares OR **directly left** any number of squares OR **down/left along the diagonal** any number of squares. The player to move the queen to the “X” (square A1) wins.

Factor Multiple Game

A pile of tokens are numbered 1-40. Two players take turns placing tokens in a row. The first player begins the row with an **even numbered** token. After this, every token placed must be a **factor or multiple** of the previous token. For example, if the first player places the 10 token, then the second player may place one of the tokens 1, 2, or 5 (factors of 10) or one of the tokens 20, 30, or 40 (multiples of 10). Tokens may not be reused. The first player who cannot place a token loses.

Fifteens

A pile of cards are numbered 1-9. Two players take turns removing one card from the pile and adding it to their hand. A player wins if **any three cards in their hand add to 15**. If the last card is removed in neither player has won, then the game is a draw.

Pompoms

There are two stacks of pompoms: a stack of 9 and a stack of 10. Two players take turns. On each player's turn, they remove one stack of pompoms from play, then divide the remaining stack of pompoms into two stacks. The two new stacks needn't be equal, but each must have at least one pompom. A player loses if they begin their turn with only one pompom in each stack.