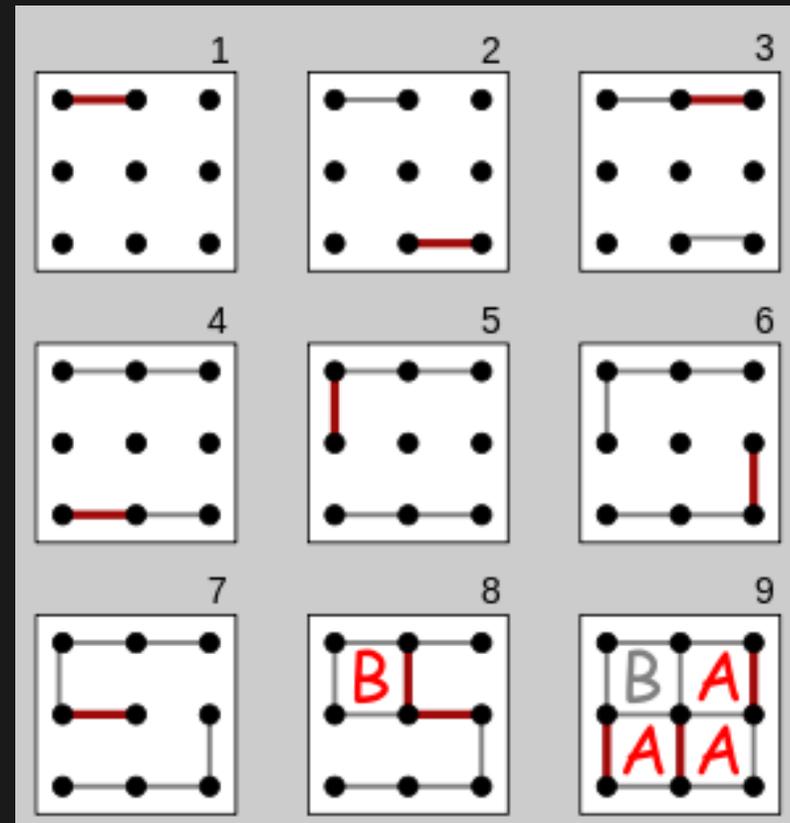


How to Beat a Small Child at Dots and Boxes

Alexa Tsintolas

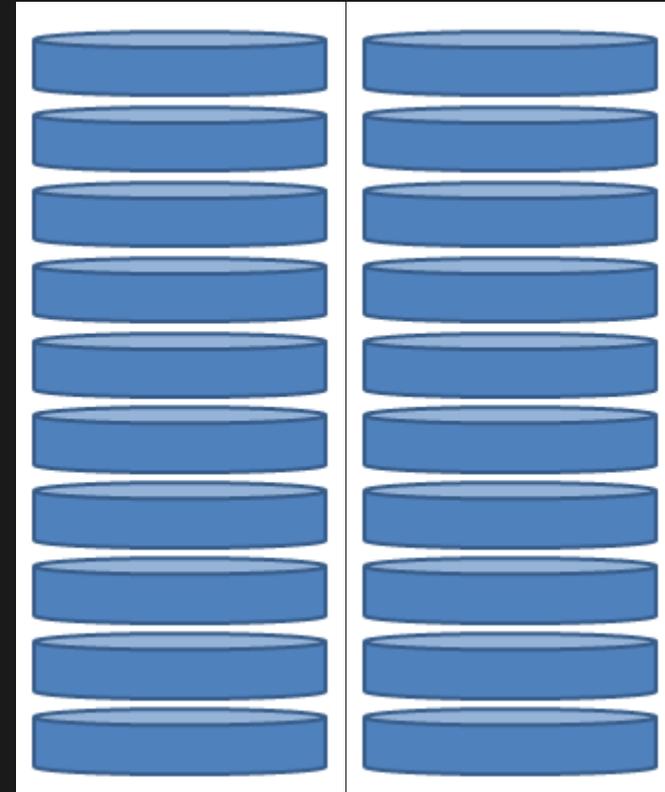
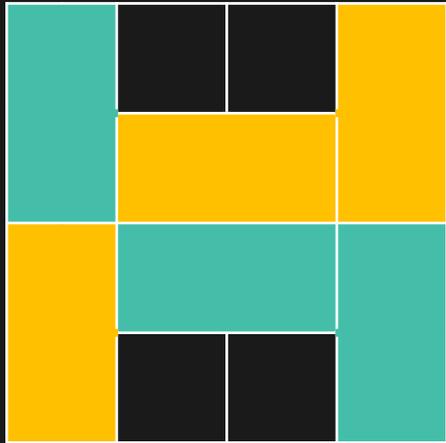
Math and Games

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9



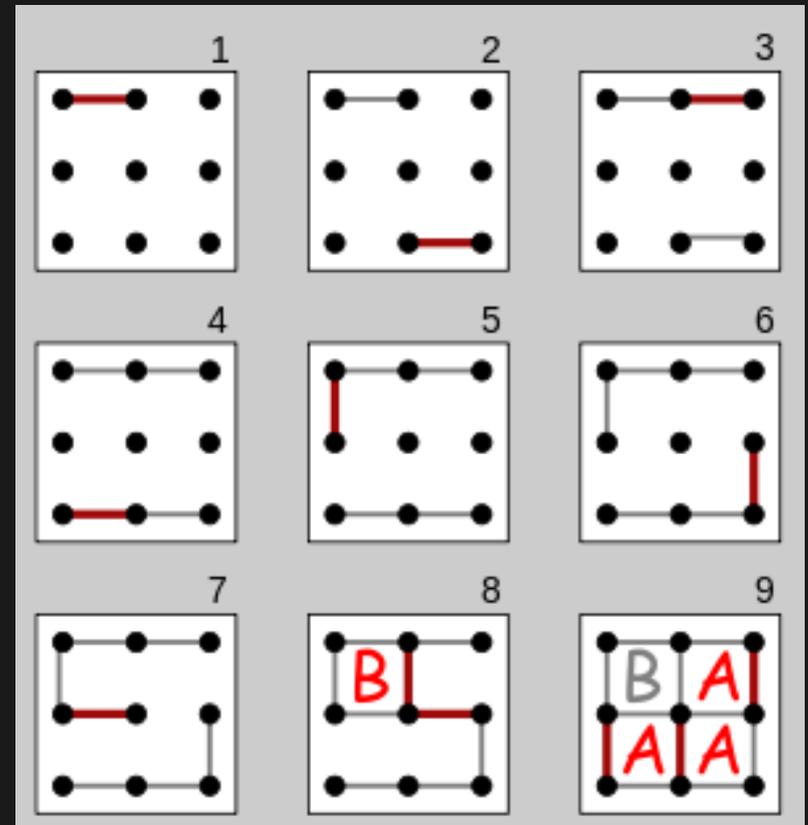
Combinatorial Games

- 2 players take turns
- No random element devices like dice or spinners



Dots and Boxes

- 2 player paper and pencil game
- Array of dots
- Connect vertically/horizontally neighboring dots
- Goal is to make the most boxes
- After winning a box, the player goes again
- Game ends when no more boxes can be made

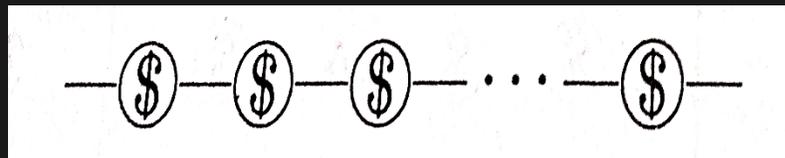


Dots and Boxes: Long Chains

- 3 or more boxes



- $K \geq 3$ coins and exactly $K+1$ strings connected in a line



Long Chains Theorem

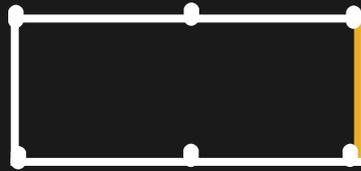
If a Dots and Boxes position is reduced to just long chains, player P can earn most of the remaining boxes, where

$$P \equiv M + C + B + D \pmod{2}$$

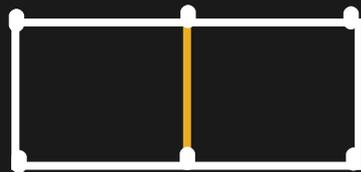
where the first player to move is player $P = 1$, and her opponent is player $P = 2$ (or, if you like $P = 0$).

The Double Cross

Double Dealing Move



Double Cross



Long Chains Theorem

If a Dots and Boxes position is reduced to just long chains, player P can earn most of the remaining boxes, where

$$P \equiv M + C + B + D \pmod{2}$$

where the first player to move is player $P = 1$, and her opponent is player $P = 2$ (or, if you like $P = 0$).

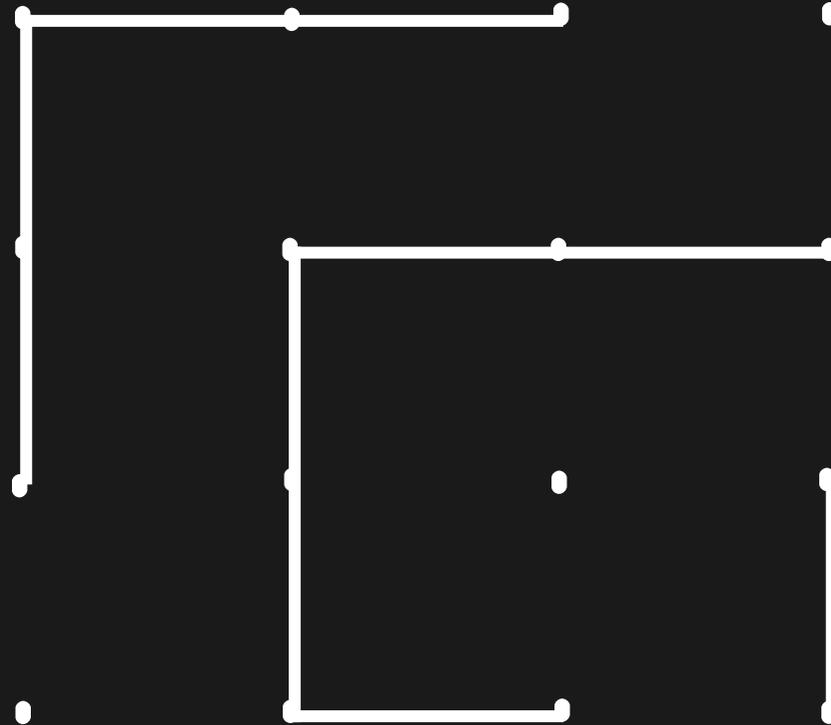
Example 1

$$P \equiv M + C + B + D \pmod{2}$$

$$1 \equiv 24 + C + 9 + 0 \pmod{2}$$

$$1 \equiv 33 + C \pmod{2}$$

C even



Example 2

$$P \equiv M + C + B + D \pmod{2}$$

$$2 \equiv 24 + C + 9 + 0 \pmod{2}$$

$$2 \equiv 33 + C \pmod{2}$$

C odd



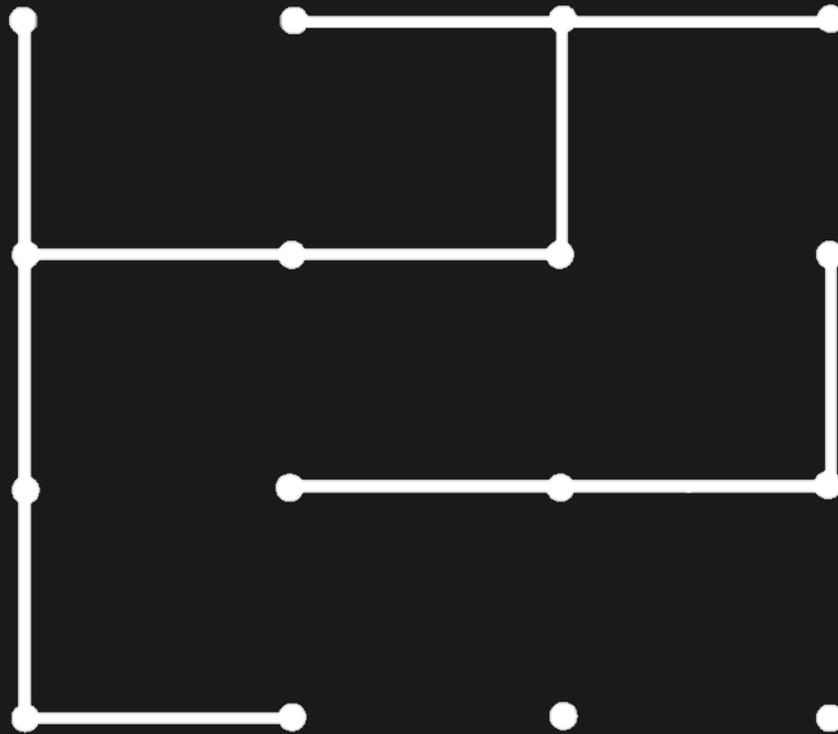
Example 3

$$P \equiv M + C + B + D \pmod{2}$$

$$1 \equiv 24 + C + 9 + 0 \pmod{2}$$

$$1 \equiv 33 + C \pmod{2}$$

C even



Example 3

$$P \equiv M + C + B + D \pmod{2}$$

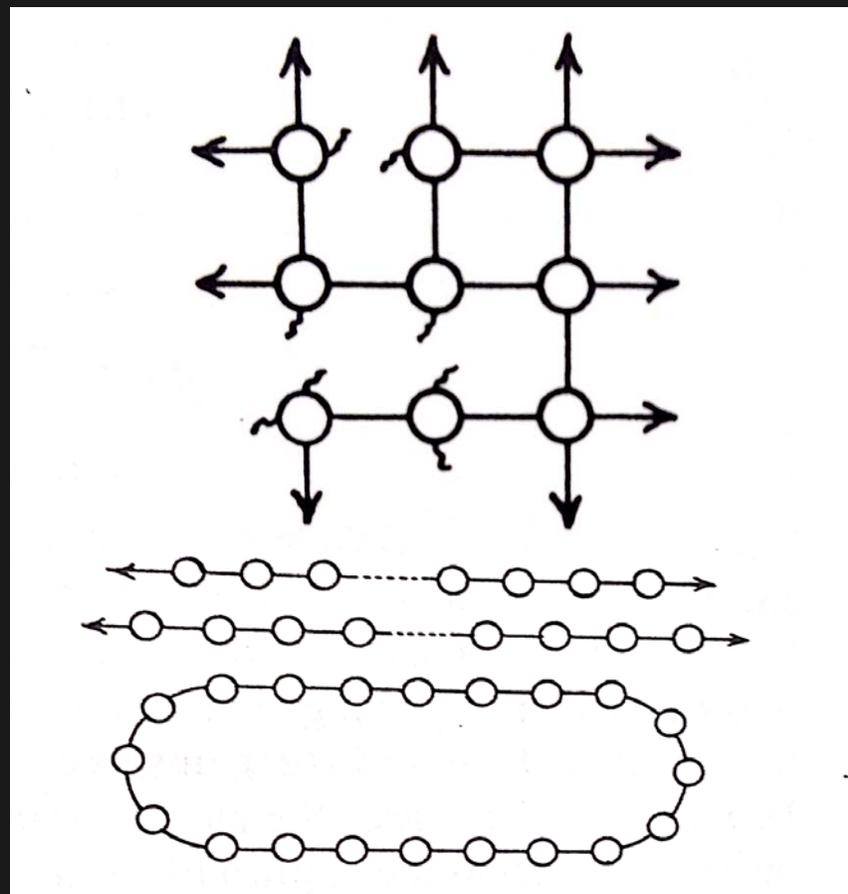
$$1 \equiv 24 + C + 9 + \mathbf{1} \pmod{2}$$

$$1 \equiv 33 + C \pmod{2}$$

C odd



Nimstring



Resources

- Albert, Michael H., Richard J. Nowakowski, and David Wolfe. *Lessons in Play: An Introduction to Combinatorial Game Theory*. Wellesley: AK Peters, 2007. Print.
- Berlekamp, Elwyn R. *The Dots-and-boxes Game: Sophisticated Child's Play*. Natick: A.K. Peters, 2000. Print.
- Rob Maschal