Tips and Tricks for Games

- If the game asks something about general n, it's a good idea to try it for small values of n and see what happens. And even if a game doesn't come with a parameter, see if you can think of a smaller analagous game and consider that first!

- If a game between two players has a finite number of possible positions, works backwards to classify positions as **winning** and **losing** positions. Recall that:

    - A winning position is one where you can always put the other player into a losing position at the next move

    - A losing position is one where you have no choice but to put the other player in a winning position.

- And of course, you can always try playing the game a few times to see what happens!