

Tip the Die

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Tip the Die is a two-player game, similar to the Subtraction Game or NIM but with more (or just different) strategy.

Rules:

- A six-sided die is rolled; the number on top is the initial current total which is shared by both players and will grow as the game proceeds.
- On a player's turn, the player tips the die to one of the four sides other than the top or bottom, adds the new top to the current total and announces the new current total.
- The goal is to be the player who makes the current total become 31. If a player goes over 31, they lose. If the previous current total is under 31, the player must move. So, the winner is the person who makes the current total become 31 or forces their opponent to go over 31.

Strategy:

- The real question is “What is the strategy for developing a strategy?”

History:

- I don't know much about the history of this game.
- My son worked at the Texas Renaissance Festival during high school. One year, he came home and said one of the staff was playing a game after hours and no one could beat him. He asked me if I could analyze the game and give him a winning strategy. When I looked at the game, I found it has a very interesting structure and complex strategy. While it has a similar structure to the Subtraction Game or NIM, it is significantly more complex
- He said that the game was called the Game of 31, but since the number 31 is not significant to the strategy, I have come to call it Tip the Die because you tip a die to one of the adjacent sides without turning it over or rolling it.

Work Backwards!

Make a table showing what you should play or if you Lose.

Total \ Top	1 or 6	2 or 5	3 or 4
30			
29			
28			
27			
26			
25			
24			