The Winning move for Cutting Corners

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1 Abstract

Cutting Corners is a 'paper and pencil' game for two players, first introduced in 'A Gamut of Games' ([1]). It was mentioned in an inspiring paper 'Mathematical Treasures from Sid Sackson' ([2]) as an old game without a known winning strategy.

I will share interesting and useful observations regarding the game's rules, with simple proofs. Then I will introduce a program, which I wrote in Mathematica, that has found which of the two players has the winning strategy for Cutting Corners.

References

[1] SACKSON, S.: *A Gamut of Games.*

Dover Publications, Inc., 1992.

[2] HENLE, J.: *Mathematical Treasures from Sid Sackson.*

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