Martin Gardner
And MATHEMATICAL GAMES

Gardner popularized lots of mathematical games during the 25 years of his column in Scientific American. He analyzed games like Tic Tac Toe, Hackenbush, and Sprouts (Conway). He also solved NIM -- the first game to be mathematically solved in a research article. With some puzzles like the Icosian (Hamilton) and the Hanoi Towers (Lucas), Gardner explained their reciprocal relations.

Gardner also studied board games. Both Hex (Hein and Nash) and Halma have far reaching mathematical content. Gardner praised some card games, namely Eleusis (Abbott), that emulates the process of scientific discovery.

Hex, Halma