

MATHEMATICAL GAMES

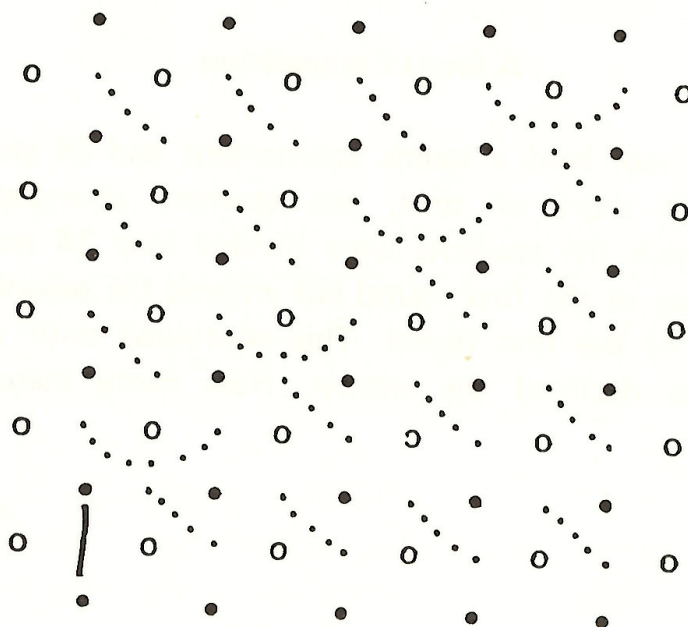
Because of all the interest in the World Chess Championship between Bobby Fischer and Boris Spassky recently, we are presenting a variant of chess as this month's game.

Maharajah

In this version of chess, one player has the usual sixteen chessmen and the other player has just one piece called the "maharajah" (you can use anything you like to represent it). The maharajah is allowed to move in the same way as either the ordinary queen or the ordinary knight. He wins if he checkmates the opposing king, and loses if he is captured. Since the player with the standard pieces can obviously win by queening enough pawns, this must be prevented by a rule that he is not allowed to make queens out of his pawns. With this restriction, the game becomes more even and you might like to play the game with your friends. Next time, we will tell you which player can force a win and how he does it. Meanwhile, see what you can do yourself.

Bridg-it (See Vol 8 No 2)

Although it is reasonably obvious (by trying it out with only a small number of dots) that the player who goes first in Bridg-it should be able to force a win, the actual strategy might be thought to be very complicated. In actual fact, all you have to do is to remember the following very simple diagram:



The first player (black) can win by making his first move as shown. From then on, whenever the opponent's line crosses the end of a dotted line, he draws a line crossing the other end of the same dotted line. If your opponent makes silly moves it takes a long time to win, but it always works!



Solution to Cross-number of Vol 8 No 2

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

The following people had sent correct solutions before the publication of this issue:—

Jeff Holten, Nicholas Pipe, Tony McHale, and John Christodoulou — all from Class 3A, East Hills Boys' High; Garry Withgoose and Laurie Gellatly, Maitland Boys' High; Alan Fekete (1st Form), Graham Beirman & D. Havyatt, Sydney Grammar.

D. Havyatt also suggested that, as the rows and columns of a cross-word puzzle are marked with numbers, so our cross-number puzzles should be marked with letters. Thanks for the suggestion — we will see what we can do.