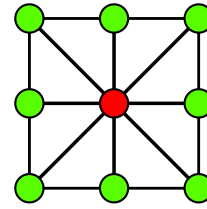


der letzte Schrei

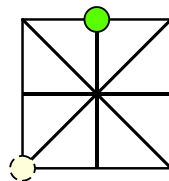
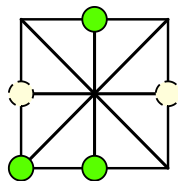
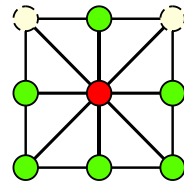


- Abwechslungsweise werden **1, 2 oder 3 Steine auf einer Linie** entfernt.
- Wer den **letzten Stein** nehmen kann, hat gewonnen !

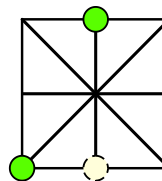
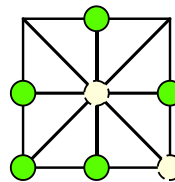
Verfolgen wir ein Spiel zwischen **SN** (**S**o **N**icht oder **S**üd **N**ord) und **Onkel D**agobert.

Die weissen Steine werden jeweils entfernt.

Spieler SN



Onkel Dagobert



Onkel Dagobert hat mit dieser simplen Spielidee – die sich weder in einem Buch und noch im Internet finden lässt – bereits **2'020 Goldtaler** gewonnen !

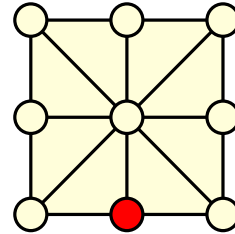
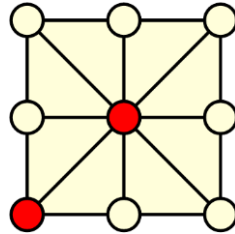
Onkel Dagobert kennt insbesondere das Geheimnis: Wer beginnt, gewinnt !

Frage **Wie sieht der optimale Auftakt aus ?**

Es gibt – bis auf Spiegelung und Drehung – zwei Varianten !

Lösung der letzte Schrei

die beiden Gewinnzüge (bis auf Spiegelung und Drehung)

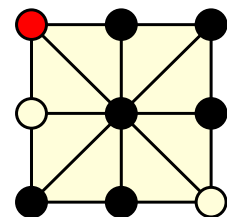
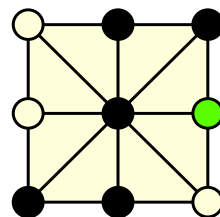
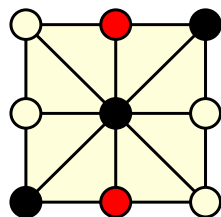
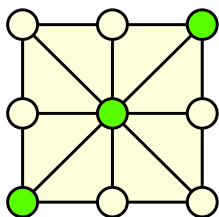
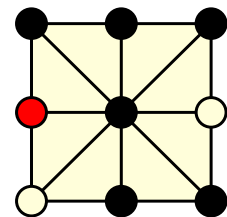
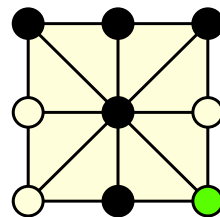
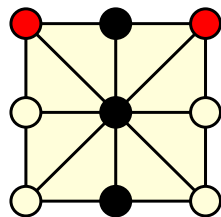
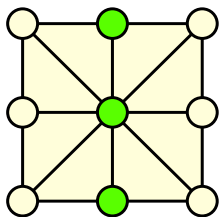
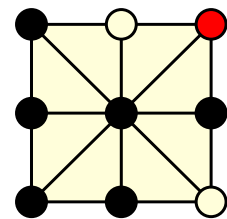
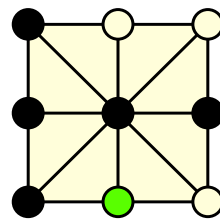
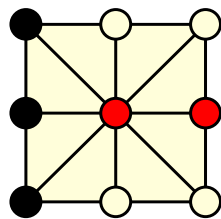
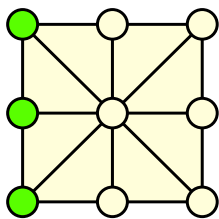


Alle anderen Varianten verlieren !

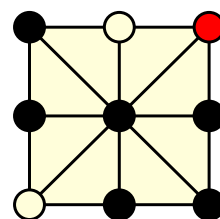
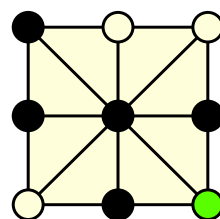
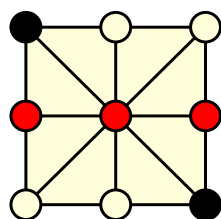
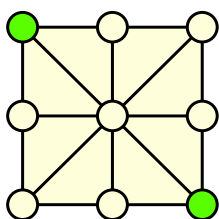
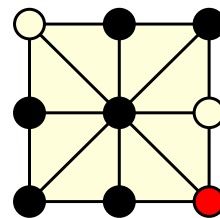
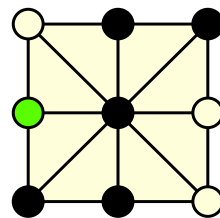
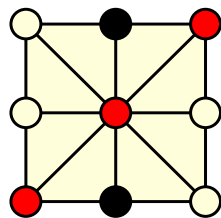
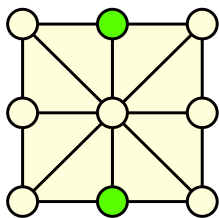
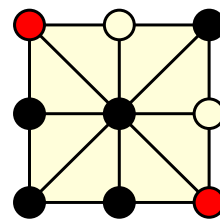
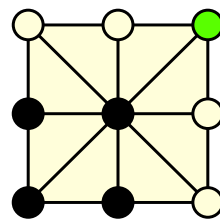
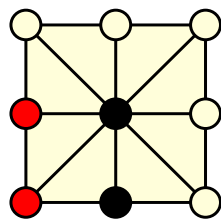
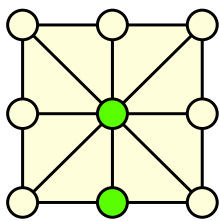
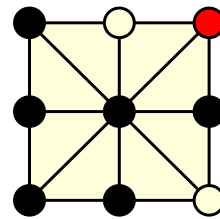
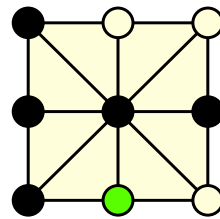
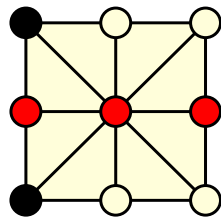
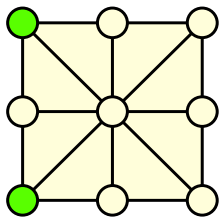
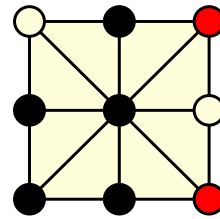
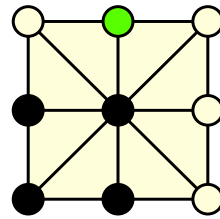
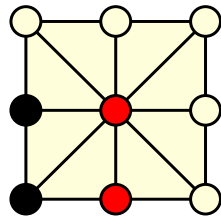
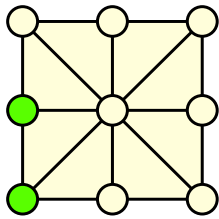
Grün beginnt – rot reagiert !

schwarz : entfernte Steine

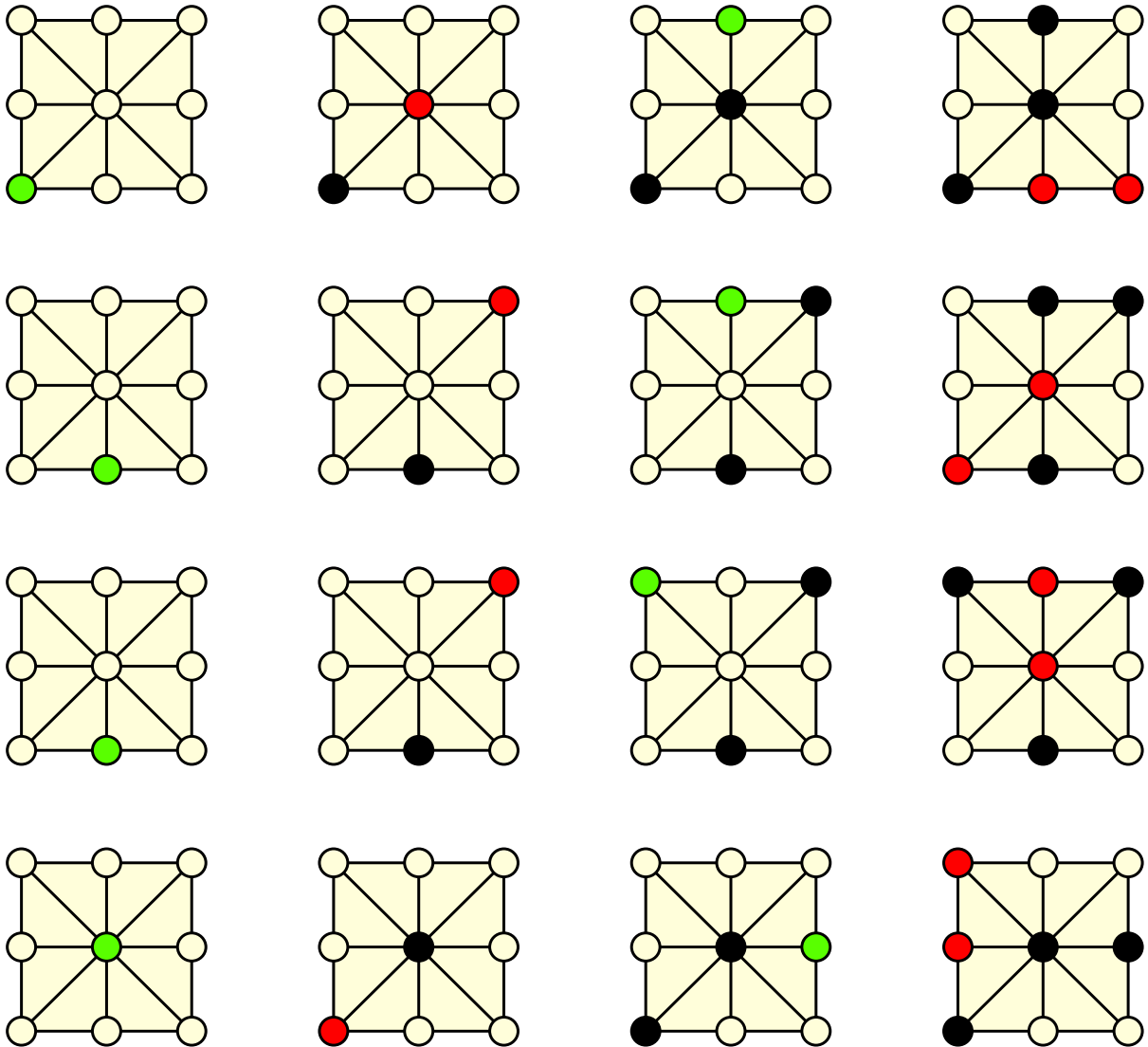
Start mit 3 Steinen



Start mit 2 Steinen



Start mit 1 Stein



zwei Gewinn-Beispiele mit optimalen Auftakt !

