

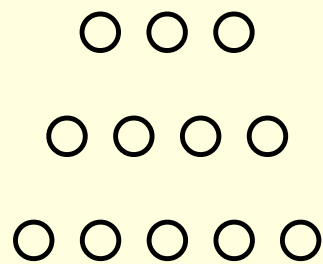
# 112 年科學園遊會活動設計

學校名稱：鹽埕國中

主題：拈遊戲—千萬別拿到最後一顆

## 一.活動由來：

拈是極其古老且饒富趣味的一個遊戲。據說，拈源自中國，經由被販賣到美洲的奴工們外傳。辛苦的工人們，在工作閒暇之餘，用石頭玩遊戲以排遣寂寞。流傳到高級人士，則用辨士 (Pennils)，在酒吧的櫃檯上玩。最有名的是將十二枚辨士分三列排成「三、四、五」的遊戲，如下圖：



(圖 1) 十二枚辨士的拈

遊戲的規則很簡單。兩人輪流取銅板，每人每次需在某一列取一枚或一枚以上的銅板，但不能同時在兩列取銅板。

直到最後，將銅板拿光的人贏得此遊戲。也可做相反的規定：最後將銅板拿光的人輸。

(補充說明)在所有拈的變型遊戲中，單堆遊戲是最簡單的。最常見而為大眾熟悉的玩法是這樣的：「兩人輪流取一堆石頭，每人每次最少取 1 個，最多取 3 個，最後取光石頭的人贏得此遊戲。」

## 二.活動內容：

(一)基礎關：輪流取 17 顆棋子，每人只能取 1-3 顆，拿到最後一顆棋子是贏家。

\*基礎關活動步驟：

步驟 1：跟關主猜拳。

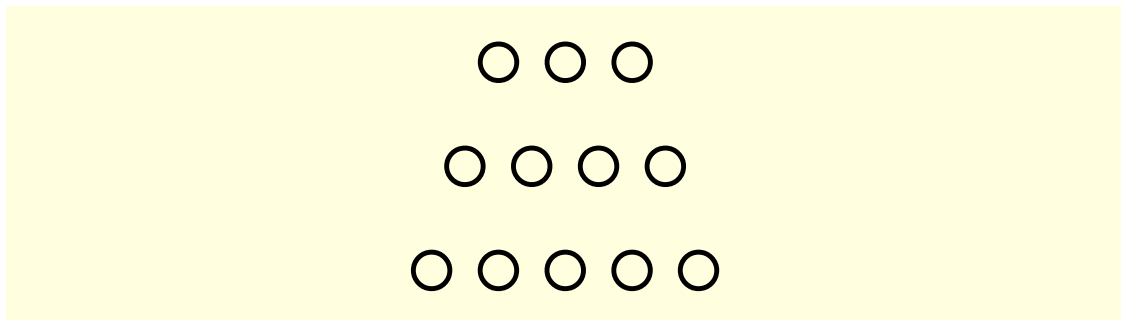
步驟 2：贏的決定先取棋還是後取棋。

步驟 3：開始取棋，直到留下最後一顆。

步驟 4：過關=>領小獎品+蓋章(可繼續挑戰魔王關)；

未過關=>繼續挑戰(最多可連續挑戰 3 次)。

## (二)魔王關：



每人每次需在某一橫列取一枚或一枚以上的棋子，但不能同時在兩列取棋子。直到最後，將棋子拿光的人贏得此遊戲。

\*魔王關活動步驟：

步驟 1：跟關主猜拳。

步驟 2：贏的決定先取棋還是後取棋。

步驟 3：開始取棋，直到留下最後一顆。

步驟 4：過關=>領大獎品；

未過關=>繼續挑戰(最多可連續挑戰 3 次)。

School: Yancheng Junior High School

Theme: Nim Game - Don't get the last one

### 1. Origin of activity:

This is an ancient and interesting game.

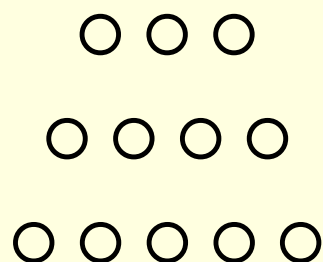
It is said that this game originated from China and was spread by slave laborers who were trafficked to the Americas.

Hard workers play games with stones to relieve their loneliness during their spare time.

When it spread to senior people, they used pennies to play on the counter of the bar.

The most famous one is the game of arranging twelve pennies in three rows, " three, four, five."

As shown below:



(Figure 1 ) 十二枚辨士的拈

The rules of the game are simple.

Two people take turns to remove pieces. Each person needs to remove one or more pieces in a certain column at a time, but they cannot remove pieces in two columns at the same time.

The person who gets all the pieces at the end wins the game.

The opposite stipulation can also be made: the person who removes all the pieces in the end loses.

(Additional explanation)

Of all the variations of the game, the single Nim game is the simplest.

The most common and familiar gameplay is this: " Two people take turns to remove a pile of pieces. Each person removes at least 1 and at most 3 at a time. The person who removes all the pieces at the end wins the game."

## 2. Activities

### (1) Basic level:

Take turns to remove 17 pieces, each person can only remove 1-3 pieces, and the winner takes the last piece.

#### \* Activity steps of the Basic level:

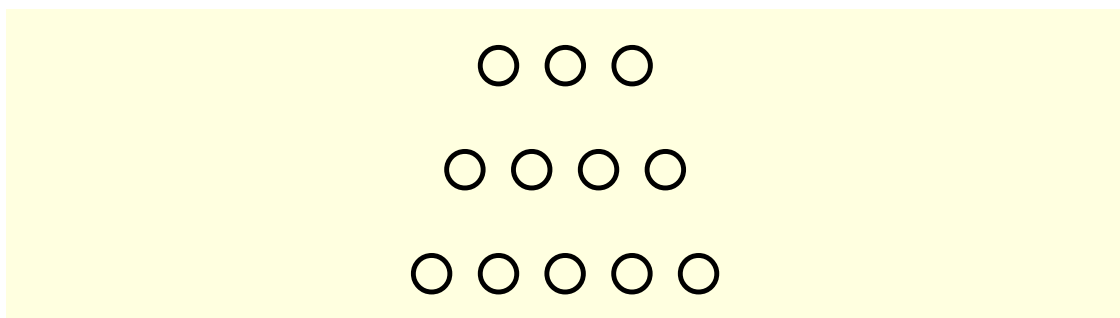
Step 1: Play guessing games with the master.

Step 2: The winner decides whether to remove the piece first or last.

Step 3: Start taking pieces until the last one is left.

Step 4: Pass the level → receive small prizes and stamps ( you can continue to challenge the Advanced level ); not pass the level → continue the challenge ( you can challenge up to 3 times in a row ).

### (2) Advanced level:



Each person needs to remove one or more pieces in a certain row at a time, but cannot remove pieces in two columns at the same time. The person who gets all the pieces at the end wins the game.

\* Activity steps of the Advanced level:

Step 1: Play guessing games with the master.

Step 2: The winner decides whether to remove the piece first or last.

Step 3: Start taking pieces until the last one is left.

Step 4: Pass the level → receive a big prize; fail to pass the level → continue the challenge ( can challenge up to 3 times in a row ).