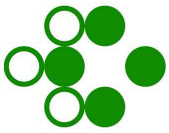

Recreational Mathematics Colloquium III

Board Game Studies Colloquium XVI

BOOK OF ABSTRACTS

University of Azores
April 3rd - April 6th, 2013


Recreational
Mathematics
III
Colloquium
April 3rd – April 6th 2013
University of Azores, Ponta Delgada
BOARD
GAME
STUDIES
Colloquium XVI

Organization:

Ludus Association
University of Azores

Organizing Committee:

Alda Carvalho (ISEL, Portugal)
Ana Paula Garrão (University of Azores, Portugal)
Carlos Santos (ISEC, Portugal)
Jorge Nuno Silva (University of Lisbon, Portugal)
Margarida Dias (University of Azores, Portugal)
Ricardo Cunha Teixeira (University of Azores, Portugal)

Scientific Committees:

Recreational Mathematics	Board Game Studies
Alda Carvalho, Portugal	Alex de Voogt, USA
Carlos Pereira dos Santos, Portugal	Edite Alberto, Portugal
Colin Wright, UK	Fernanda Frazão, Portugal
David Singmaster, UK	Irving Finkel, UK
Ilda Perez, Portugal	Jorge Nuno Silva, Portugal
João Pedro Neto, Portugal	Lídia Fernandes, Portugal
Jorge Nuno Silva, Portugal	Thierry Depaulis, France
Ricardo Cunha Teixeira, Portugal	Ulrich Shädler, Switzerland
Richard Nowakowski, Canada	
Robin Wilson, UK	

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mariserra Restaurante

15:30 **Problem solving through crafts and challenges**
Stephanie Cabral, University of Azores

16:00 Coffee-Break

16:30 **Treason strategies**
João Cabral, University of Azores

17:00 **Jogo do paralelo**
Raquel Faria, University of Azores

17:30 **Can mathematical exhibitions be recreational?**
José Francisco Rodrigues, University of Lisbon

18:00 **Contest "Um conto que contas"**
Helena Melo, University of Azores & CMATI

18:30 **Interesting Announcements (RM+BGS)**
Jorge Nuno Silva, Carlos Santos, Ludus Association

19:30 Conference Dinner

Saturday, 6th April, amphitheatre C

9:30 **Game profiling (RM+BGS)**
Richard Nowakowski, Dalhaousie University

10:30 **Why "Zermelo's Theorem" is called "Zermelo's Theorem" ? (RM+BGS)**
Lisa Rougetet, University of Science and Technology of Lille

11:00 Coffee-Break

11:30 **Vanishing area puzzles (RM+BGS)**
David Singmaster, Retired professor of London South Bank University

12:30 **Lasker and mathematics (RM+BGS)**
Jurgen Stigter, TWA

13:00 Break for lunch

14:30 **Turning the lights out on graphs**
António Machiavelo, University of Oporto

15:30 **Combinatorial games and computability**
Urban Larsson, Chalmers, University of Gothenburg

blue. In each move a player places a cube on the board, in contact with the existing cubes on the board, with at least two of its faces in correspondence (except the first move), and a maximum of five faces in contact. The game ends when one of the players can not place a cube on the board, the winner being the last player to play. Since it is a game in three dimensions, it admits several levels, but in this first version the cubes are all placed over the board. Some winning strategies will be explored.

Contest "Um conto que contas" (RM)
Helena Melo, University of Azores & CMATI
Sandra Vinagre, University of Evora & CIMA/UE

The contest "Um conto que contas" ("A tale that accounts") is open to all students of public and private schools of all country, from the first level of first cicle to the last level of secondary. The competition consists of writing and illustrating a tale involving mathematical contents. One of the goals is to promote habits of reading and writing in students and to promote coordination between various disciplines, stimulating the imagination. Participants can compete in one of eight categories, according to their level of education, in individual modality or in team, with a maximum of four elements. In the evaluation of tales, mathematical contents, the domain of language, originality, creativity, logical narrative, among others, will be valued.

Treason Game Strategies (RM)
João Cabral, University of Azores

The Treason Game had its debut in the Recreational Mathematics Colloquium II, and now it is played in High Schools by students. But it is always a game in continuous evolution due to its richness in strategies and direct application to the teaching of isometries in Schools. We present the study, exploration and discussion of some of the strategies used by players of this game as well their connection with isometries.

Ancient Egyptian board games: an historical account (RM+BGS)
Joaquim Eurico Nogueira, CELC & FCT-UNL

In this talk I will examine in detail some historical and religious aspects of the most important games (Senet, Mehen, 58 holes, Tjau and Seega) that were in vogue in the kingdom of pyramids in the millennia before Christ. The first four (Senet, Mehen, 58 holes, Tjau) were racing games, with the chance factor influencing the movement of the pieces and where several squares of the boardgame are trapped; the last one (Seega) is a strategy game, possibly an ancestor of Petteia and Latrunculi.