

Homework 7: Games and Geometry II

Konstantin Miagkov

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Problem 1.

a) In a game of two players, the first one starts by naming an integer from 2 to 9. Then every turn consists of multiplying the current integer by something from 2 to 9. The winner is the first player to get the integer to be over 1000. Who has a winning strategy?

b) What would happen, if players are also allowed to multiply by 1, and each player is playing optimally to win?

Problem 2.

Kiselev 241, page 91.

Problem 3.

Read the solution to Problem 3 from Lesson 6 in Kiselev.