

Jeu d'Henri (Henry's game)

This game was taught to me by old expatriot frenchman in the country of Chad (Africa) while I was being trained to be a teacher with the Peace Corps. Apparently, Henri used to play this game with the Italian roadworkers who had come to build a road system in Chad (a hopeless proposition). After several years of having played him, the Italians still could not figure out why he never lost. The Peace Corps trainees, however, were not so obtuse, and quickly learned the underlying principles of the game.

The rules for Jeu d'Henri (I have also heard this game called Sweet & Sour) are extremely simple. Two players alternately remove at least one piece from only one row per turn. The player who grabs the last piece loses. In spite of the apparent simplicity of the game, it is next to impossible to win against an expert if you don't understand the underlying principles.

The strategy for winning this game is to calculate before hand all those combinations which, when left to your opponent, will prevent him/her/it from forcing you to take the last penny. [1, 2, 3] (row lengths in any order) is one such combination. If you leave this to your opponent, there is no way for him/her/it to leave you with another losing combination (unless you make a mistake the next turn).

This game is FREEWARE (although hundred dollar bills and gold bars sent to me won't be frowned upon) and I make no guarantees as to the functionality of this program, and will assume no responsibility for any damage it might cause. If you have any questions or comments I can ultimately be reached through my permanent address at:

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