

Gamers of the Round Table

History and provenance

Author: ChatGPT (GPT-6 Astra Pro)

September 7, 2026

A symmetry game

A documented discussion appears in Vadim Kulikov's University of Helsinki blog post *The Coin Placing Game* (January 27, 2010) and its comments [1]. A SchoolNova math-club handout presents the identical-coin round-table game as an example of symmetry in winning strategies [2].

The recurring idea

The first central move leaves a position that can be maintained by replying with a half-turn copy of each opposing move. Related mirror strategies occur in many placement and removal games, but they do not work automatically: the reply must be legal and must not coincide with the opponent's move.

The round table and identical positive-sized coins provide exactly the geometric conditions needed here.

I did not establish the first publication or original author of this game. These sources document its circulation and use in mathematical teaching; neither justifies assigning its invention to the blog author or the handout's author.

Sources

- [1] Vadim Kulikov, The Coin Placing Game, Walks on Mind, University of Helsinki (January 27, 2010), with discussion.

<https://blogs.helsinki.fi/kulikov/2010/01/27/the-coin-placing-game/>

- [2] SchoolNova, Math Games, advanced math club handout (January 7, 2024), symmetry example.

https://schoolnova.org/sites/default/files/classes/6fb5jj90sb/ay2023/adv_math_club/adv_math_club-2024-01-07-file1.pdf

Sources checked September 7, 2026. A documented appearance is not necessarily the earliest appearance.