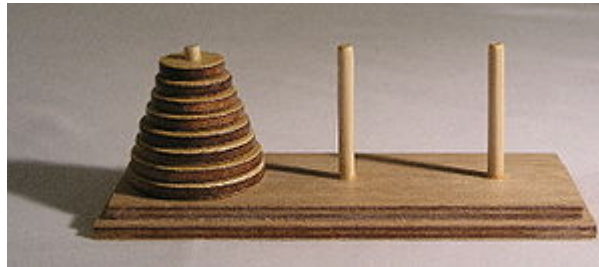


Tower of Hanoi

The Tower of Hanoi was invented by Edouard Lucas, a French mathematician, in 1883. The game was inspired by a legend of a Hindu temple, where in the beginning of time priests were given a stack of 64 gold disks, each one a little smaller than the one beneath it. The priests were to transfer the stack of 64 disks from one room to another, with an extra “resting” room in between. The restrictions were that only one disk could be moved at a time, and a large disk could never be placed on top of a smaller one. The priests worked day and night until their goal was accomplished. When they finished their task, the temple crumbled into dust and the world vanished.



There are many versions of this game, some with more than three pegs, and some you can even play online (for example, <http://www.mhhe.com/math/ltbmath/applets/ch1/>) or download an app for your phone. The game is used in computer science to help students learn programming, and the game is used in psychology to study people with brain problems.