

Dox

A 1959 misère NIM game by Monroe H. Berg, published at Tryne.



[BGG [description](#)] To start the game of Dox, red rings are placed on each of 24 circles on the game board. These circles are arranged in a 5 x 5 grid, the center space being empty. Player one starts by removing however many rings from any one straight line he chooses, horizontal or vertical, not diagonal. He or she may remove one ring, all rings, or any number so long as they are on that straight line. Player two then removes however many rings he chooses from any straight line. Players continue taking turns until only one ring is left; the player who takes this ring loses the game.



