1. $G_1 = N(24; 2, 3, 5, 7, 11)$
2. $G_2 = N(20; 1, 2, 4, 8, 16)$
3. $G_3 = N(128; 1, 4, 16, 64)$
4. $G_4 = K(35)$; that is, Kayles with one string of 35 consecutive pins.
5. $G_5 = Grundy(35)$
6. $G_6 = Cram(4 \times 8)$ with **straight triominoes**; that is, Cram on the board

![Triominoes](image)

7. $G_7 = W(18, 17)$; Whytoff’s game. That is, players can remove any number of counters from one pile or the same number from both piles.
8. $G_8$ is a multiplication game that begins with 1. A move consists in multiplying the current value by 2, 3, or 4. The game ends when the value reached is 1000 or more.
9. $G_9$ is Green Hackenbush with the landscape shown below:

![Hackenbush](image)

10. $G_{10}$ is the two pile games $TP(15, 15)$ with the rule that each move reduces one pile by two and at the same time decreases or **increases** the other pile by 1.

The contest game is

$$G_1 \oplus G_2 \oplus G_3 \oplus G_4 \oplus G_5 \oplus G_6 \oplus G_7 \oplus G_8 \oplus G_9 \oplus G_{10}$$