2	3	4	5	6	7	8	9	10	11	12

"21"

Materials: 2 dice; 21 counters per player; 1 game board per player

Place 21 counters on your board. You may have as many counters per number as you like.
On each turn: Roll 2 dice. Find the sum (add). Take one counter off of that number. Skip your turn if that space is empty.
     i.e. You roll 6 and 4; take a counter off of 10 if you have one there. If not, take no counters off your board.
The first player with an empty board is the winner. Is there a strategy?