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Get comfortable and let's test your knowledge of weird castles, crazy large numbers and embargoed snacks. Board game rules Blog. A Short History of Mancala, May 24, 2010. (January 27, 2012) Sean. Playing Games in Class Helps Students Grasp Math, Education Digest, Vol. 74, Issue 3, page 43-46, November 2008.Gasser, Ralph. Solving Nine Men's Morris, MSRI Publications, 1996. . FAQ. (January 27, 2012) Blaster. Welcome to Math Blaster. (January 27, 2012) Explorers Club/Cornell Department of Mathematics. How to Play Nim, February 26, 2004. (January 27, 2012) mec/2003-2004/graphtheory/nim/howtoplaynim.htmlTheMathLab.com. Nine Man Morris. (January 27, 2012) 20Man%20Morris/howtoplay.htmSarcone, Gianni A. Nim History, Archimedes-lab.org. (January 27, 2012) Will. A New Puzzle Challenges Math Skills, New York Times, February 8, 2009. (January 27, 2012) . Mancala, Oware and Bao. (January 27, 2012) Claudia. Math Games & Activities from Around the World, Chicago Review Press, 1998.The University of Chicago. About everyday math. If you've ever tried to get a vintage computer game on a modern system, you're probably shocked at how fast the game ran. Why are old games out of control on modern hardware? Earlier today we showed you how to run older software on modern computers; Today's question and answer session is a nice compliment that digs into why some older software (especially games) never seem to work well when you're trying to run them on modern hardware. Today's question & answer session comes to us courtesy of SuperUser– a subdivision of Stack Exchange, a community-driven grouping of Q&A websites. The Ask SuperUser reader TreyK wants to know why old computer games run crazy fast on new hardware: I've pulled a few old programs I pulled from an early 90s-era Windows computer and tried to run them on a relatively modern computer. Interestingly enough, they ran at a lightning fast speed - no, not the 60 frames per second kind of fast, rather the oh-my-god-the-character-is-walking-at-the-speed-of-sound kind of fast. I would press an arrow key and the sprite of the character would be across the screen much faster than usual Time progression in the game happened much faster than it should. There are even programs to slow down your CPU so that these games are actually playable. I've heard that this is related to the game, depending on CPU cycles, or something like that. My questions are: Why do older games do this, and how did they get away with it? How do newer games fail and run independently of CPU frequency? So what's the story? Why exactly the sprites in old games blaze across the screen so quickly the game becomes unplayable? The Answer SuperUser employee JourneymanGeek breaks it down: I think they assumed that the system clock would run at a certain rate, and tied in their internal timers to that clock speed. Most of these games probably ran on DOS, and were real mode (with full, direct access to the hardware) and assumed that you have an iirc 4.77 MHz system for PCs and some standard processor that ran model for other systems like the Amiga. They also took smart shortcuts based on those assumptions including saving a little bit of resources by not writing internal timing loops within the program. They also took as much processing power as they could - that was a decent idea in the days of slow, often passively cooled chips! Initially one way to get around different processor speed was the good old Turbo button (which slowed your system down). Modern applications are in protected mode and the OS tends to manage resources – they wouldn't allow a DOS application (which runs in NTVDM on a 32-bit system anyway) to use all of the processor in many cases. In short, 4th has become smarter, just like APIs. Heavily based from this guide on Oldskool PC where logic and memory are not me – it's a great read, and probably goes into more depth in why. Things like CPUkiller use as many resources as possible to slow down your system, which is inefficient. You better use DOSBox to manage the clock speed your application sees. If you're curious about how the actual code was implemented in early computer games (and why they adapt so poorly to modern systems without being sandboxed in some kind of emulation program), we would also suggest checking out this long but interesting distribution of the process in another SuperUser answer. Do you have anything to add to the explanation? Sound out in the comments. Want to read more answers from other tech-savvy Stack Exchange users? Watch the full discussion thread here. Here.