This book offers a gentle introduction to the mathematics of both sides of game theory: combinatorial and classical. The combination allows for a dynamic and rich tour of the subject united by a common theme of strategic reasoning. Designed as a textbook for an undergraduate mathematics class and with ample material and limited dependencies between the chapters, the book is adaptable to a variety of situations and a range of audiences. Instructors, students, and independent readers alike will appreciate the flexibility in content choices as well as the generous sets of exercises at various levels.