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Dicots, and a taxonomic ranking for misère games

We study combinatorial games in misère version. In a general context, little can be said about misère games. For this reason, several universes were earlier considered for their study, which can be ranked according to their inclusion ordering. We study in particular a special universe of games called dicots, which turns out to be the known universe of lowest rank modulo which equivalence in misère version implies equivalence in normal version. We also prove that modulo the dicot universe, we can define a canonical form as the reduced form of a game that can be obtained by getting rid of dominated options and most reversible options. We finally count the number of dicot equivalence classes of dicot games born by day 3.