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Scoring Play Combinatorial Games

Games where the winner is determined by the score, rather than who moves last, are not very well understood. In this talk I will introduce the most general theory for this class of games, that has so far been developed. I will then demonstrate that there is a proper subset of scoring games that is exactly equivalent to the set of normal play games, and a proper subset that is exactly equivalent to the set of misère play games. This will show that all combinatorial games can be analysed using scoring play combinatorial game theory.