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Inverses & Reversibility: Open Problems in Partizan Misere Games

Much progress has been made in misere game theory using the technique of *restricted misere play*, where games can be considered equivalent inside a restricted set of games without being equal in general. Recent research has found instances of two particularly interesting properties among restricted misere games: (1) a game can have an additive inverse that is not its negative, and (2) a position can be reversible through an *end* (a game with Left but not Right options, or vice versa). These properties are not possible in normal play and general misere play, respectively. This talk will discuss open problems of inverses and reversibility in a survey of partizan misere game theory (joint work with Gabriel Renault).