REBECCA MILLEY, Grenfell Campus, Memorial University of NL
Progress on misère dicots

The algebraic structure of misère-play games, where the last move loses, is much less understood than that of normal-play, where the last move wins. Full misère has less equality and comparability, no nonzero inverses, and a trivial equivalence class for zero; however, restricting to certain subsets of misère games has proven useful for misère analysis. This talk will survey progress in the study of "dicot" games, where at every point, either both players have a legal move or neither does. We review the recent developments of a recursive comparison test, unique canonical forms, and classification of invertible elements, before outlining the next direction of open problems for the dicot universe.