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*Evaluating positions in Reverse Hex*

Rex, short for Reverse Hex, is a set coloring game in which players try to avoid connecting terminals of their color. Until recently, both Rex and Hex were not examined through the lens of CGT. In this presentation, we develop methods for analyzing Rex positions. We explore how to tell if one position is preferable to another, how to simplify positions, and some special properties of Rex (and antimonotone set coloring games in general).