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The Combinatorial Game Theory of Rex+

In this talk we will present the combinatorial game theory of the game Rex+. Rex+ is a variant of the game Hex, played on a four sided board made out of hexagons. Both players take turns placing as many stones of their colour as they would like on the board, with the objective being to force the other player to connect their two sides. We describe a new ordering, and present some preliminary results on it.