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Some Game Values of Strong Placement Games

Strong placement games are a class of combinatorial games that include for example Snort, NoGo, Domineering, and Arc Kayles. We are interested in which values games in this class can take on under normal play. This work takes advantage of the property that strong placement games are in a one-to-one correspondence with simplicial complexes whose vertex sets are bipartitioned. Using this connection, one can show that all numbers are possible, many switches, and several tinies, among others.