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Nofil played on Steiner Triple Systems

Nofil is an impartial game in which players chose points of a combinatorial design. A player who chooses the last point of a block loses the game. Many games reduce eventually to playing on a graph and Nofil is then equivalent to playing Node Kayles on this graph. We show that every Node Kayles position could appear in a game of Nofil played on a Steiner Triple System. Thus Nofil on STS is PSPACE-complete for randomized reductions.

This is joint work with Melissa Huggan and Brett Stevens.