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*Enumeration, values, and stacking of distance games*

Distance Games are a class of combinatorial games in which pieces are placed on a board such that they are the proper distances from previously placed pieces. This talk will give a brief overview of three topics of interest related to distance games. The first is the enumeration of positions of the games COL, SNORT, and CIS played on stars and cycles, as well as generalizations of these games played on paths. The second is studying a new operation on these games, called “stacking”. Lastly we discuss finding values for some of these games.

This is joint work with Svenja Huntemann and Khoa Bui.