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The invertible dead-ending positions

In recent years, misere game research has focussed on play that is restricted to a given subset or 'universe' of games. One universe is the set of dead-ending games: these games have the property that if a player currently has no available move, then they will never again have a move. This universe includes well-studied rule sets such as Hackenbush, Domineering, and others. Since no nonzero games are invertible in full misere play, and few are invertible even in restricted play, an important open problem in the study of dead-ending games is to classify the invertible positions. This talk will prove that a position is invertible modulo dead-ending games if and only if it is '$\mathcal{P}$-free': i.e., if neither the game nor any of its followers are previous-win.