1067-P1-1784 **Sandy Ganzell**, **Alex Meadows\*** (`ammeadows@smcm.edu`) and **John Ross**. *Twist Untangle and its Discontents.*

We introduce Untangle, a combinatorial game inspired by knot theory, in which players take turns performing Reidemeister moves on a projection of the unknot. Twist Untangle is a simpler class of games, but is complicated enough to elude the typical analysis. It has been the topic of two recent undergraduate research projects. We will discuss the current state of knowledge of Twist Untangle, some ongoing research, and some straightforward open questions. (Received September 21, 2010)