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The game of Blash, Slash and Dash is played on a strip of triangles, each sharing a vertex with the previous and with the next one. Here, Left and Right take turns removing an edge (a slash (\diagup), backslash(\diagdown) or a dash($—$)), along with any edges adjacent to it. As is usual with combinatorial games, the last player able to make a move is the winner. This game can be analyzed recursively with the help of two other auxiliary games - strips of triangles with dashes attached to one or both ends. Upon further inspection, one can find that the values of the game form a sparse space with a common coset, which can be used to improve the computational cost of finding new values. (Received September 25, 2012)