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Boiling Placement Games

Given a set S of combinatorial games, the boiling point $BP(S)$ is the maximum temperature of all games in S . When S is a set of games with a fixed ruleset, determining the boiling point is of particular interest and many longstanding conjectures exist.

We will introduce a new bound on the temperature of a game based on the measure of its confusion interval and those of its options. We further demonstrate a technique for bounding the measure of the confusion interval, which is particularly applicable when the games in question are placement games. In particular, we bound the boiling points of classes of partizan Splittles, partizan Subtraction, and Domineering snakes.

This is joint work with Richard Nowakowski and Carlos Santos.