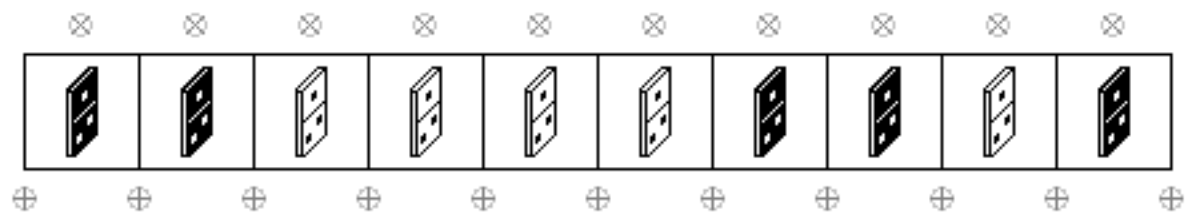


Add

Exploring game.strip.TopplingDominoes.

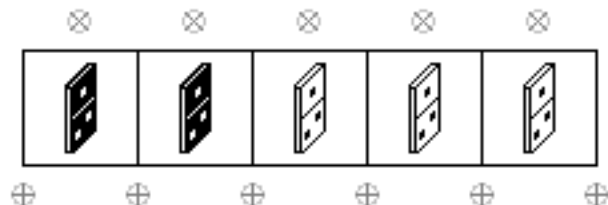


>
Selection.CanonicalForm

{1 || ¹/₂ | -2}

Add

Exploring game.strip.TopplingDominoes.

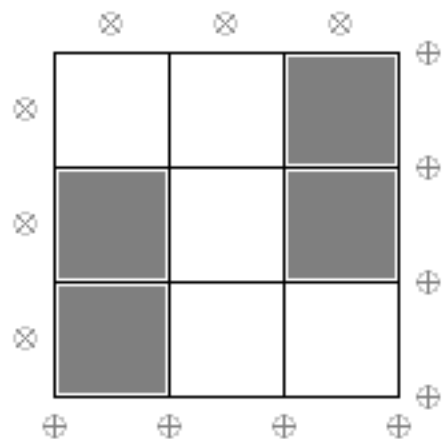


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Selection.CanonicalForm

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Add

Exploring game.grid.Domineering.



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Selection.CanonicalForm

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Exploring game.grid.Domineering.



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Selection.CanonicalForm

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Exploring game.grid.Domineering.

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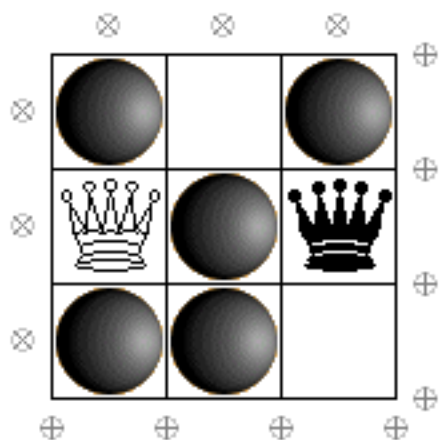
>

Selection.CanonicalForm

↑

Add

Exploring game.grid.Amazons.



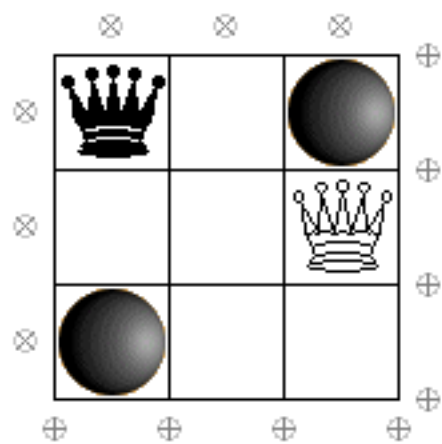
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Selection.CanonicalForm

$1/2$

Add

Exploring game.grid.Amazons.



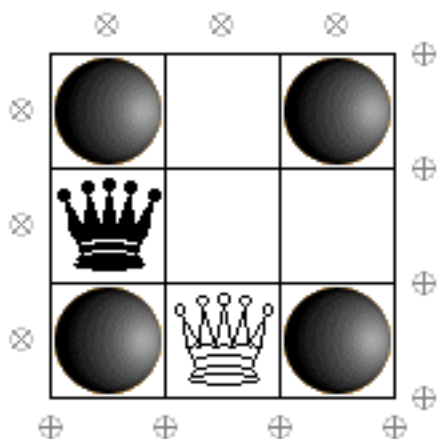
>

Selection.CanonicalForm

$\{1|^{1/4}||-1,\{0|-2\}|-3\}$

Add

Exploring game.grid.Amazons.



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Selection.CanonicalForm

*

Add

Exploring game.strip.TopplingDominoes.



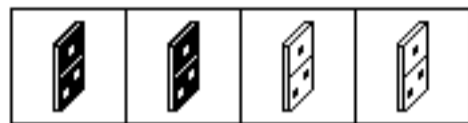
>

Selection.CanonicalForm

1

Add

Exploring game.strip.TopplingDominoes.



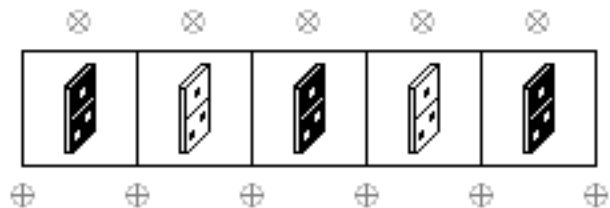
>

Selection.CanonicalForm

± 1

Add

Exploring game.strip.TopplingDominoes.



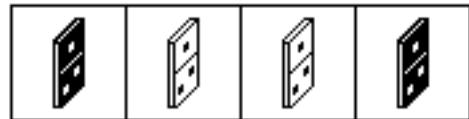
>

Selection.CanonicalForm

$1/4$

Add

Exploring game.strip.TopplingDominoes.



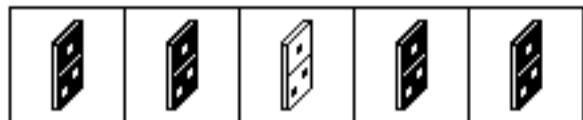
>

`Selection.CanonicalForm`

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Add

Exploring game.strip.TopplingDominoes.



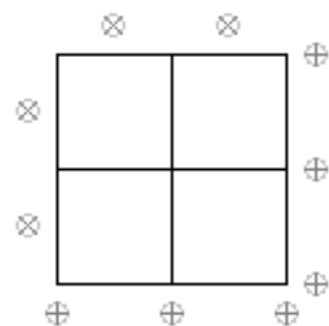
>

Selection.CanonicalForm

$3/2$

Add

Exploring game.grid.Domineering.



>

Selection.CanonicalForm

± 1

Add

Exploring game.grid.Domineering.



>

`Selection.CanonicalForm`

± 1

Project Control

Game Type: Red-Blue Hackenbush
CG Value: 305/256
Tree Height: 10
Stick Count: 10
Hammerian: Yes

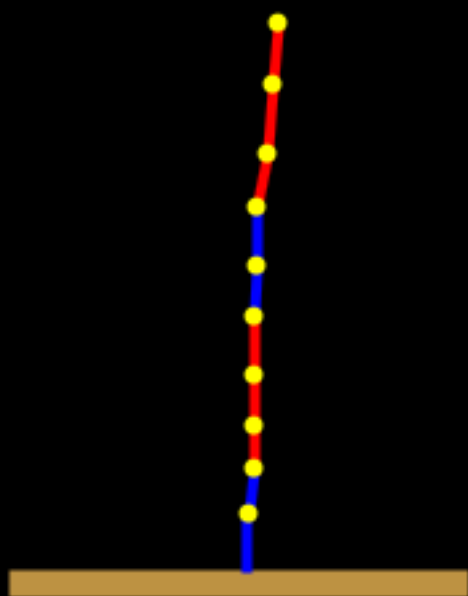
Drawing Control

Stick Drawing Color: Red Blue Green
Trunk Color: Red Blue Green

Negate Game

Decompose Game

Drawing Canvas



Project Control

Game Type: Red-Blue Hackenbush
CG Value: -355/512
Tree Height: 10
Stick Count: 10
Hammerian: No

Drawing Control

Stick Drawing Color: Red Blue Green
Trunk Color: Red Blue Green

Negate Game

Decompose Game

Drawing Canvas

