Call for Papers

Special Issue on Combinatorial Games

Special issue editors: Jos Uiterwijk¹ and Richard Nowakowski

The domain of Combinatorial Game Theory (CGT) is a relatively young field, encompassing a large variety of game types. They have in common the characteristics of perfect information and no chance, where the winner is the player making the last move. There still is much to explore, both in the development of the theory and in features of combinatorial games.

This special issue on Combinatorial Games reflects the broadening of the ICGA Journal’s scope from traditional board games, investigated with a mixture of human and computer aided strategies and heuristics, to a wider range of games where human input plays a relatively small role, but theory provides many useful tools and techniques. As such we believe that theory and computational analysis form a good combo in understanding, playing, and solving combinatorial games.

The purpose of this special issue is to highlight recent work in the development of the theoretical and computational approaches of combinatorial games, and their combination, and to further gain insights and explore applications of combinatorial games hitherto not investigated much. It is intended to explore relevant questions such as:

• How can the CGT further be enhanced and developed, and which role can computers play to support this?
• How can computers be used profitably in analyzing combinatorial games and how can the CGT aid on this?

We invite high quality work on any aspect of combinatorial game theory and computational approaches of combinatorial games. Topics include but are not limited to:

• New developments in the field of CGT.
• Partizan games and impartial games.
• All-small games.
• Transfinite games and loopy games.
• Solving new combinatorial games.
• Hot games and thermography.
• Complexity of combinatorial games.
• Misère play.

Authors should follow standard ICGA journal style and identify their papers for this special issue. Submissions for full articles should be 8 to 12 pages long. Short notes of 3 to 6 pages are also invited.

¹E-mail: uiterwijk@maastrichtuniversity.nl.
Special issue on combinatorial games

- **Deadline for submissions:** April 1, 2020
- **Notification of acceptance:** June 1, 2020
- **Final copy due:** August 1, 2020
- **Publication:** Volume 42, Number 3, 2020 (September 2020)