

Introduction to Transfinite Chomp

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Chomp is one of the most interesting games in combinatorial game theory. For each choice of parameters, we know which player has a winning strategy, but it is generally hard to describe an explicit winning strategy.

Huddleston and Shurman [1] studied a variant of Chomp, called *Transfinite Chomp*, where the parameters are replaced by ordinals. In this talk, we review some of their results, and present two new theorems proved by the speaker.

References

- [1] Scott Huddleston and Jerry Shurman. “Transfinite chomp”. *More Games of No Chance, Proc. MSRI Workshop on Combinatorial Games*. 2000, pp. 183–212.