

## **The \*-Operator for Misère Subtraction Games**

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In subtraction games, positions and moves have the same structure. This allows us to define an operator that acts on the move set of a subtraction game and renders the P-positions of a game  $\mathcal{M}$  as the allowed moves of the game  $\mathcal{M}^*$ . We present results on convergence of this operator, the precise structure of the limit games in one and two dimensions, and pose some open questions. In the case of a very simple game, we can also specify how many iterations it takes until the limit game has been reached.

Keywords: \*-Operator, misère subtraction games, convergence, limit games