

\mathcal{P} -positions in Halve Nim

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We investigate a variant of Nim, which in addition to the standard moves of Nim, we allow replacing each pile of coins with half its amount. We determine all of the \mathcal{P} -positions for two-pile games. In addition, among all games in which the height of each pile is at most four, we characterize the games that are \mathcal{P} -positions.

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