A 2-person game decomposing 2-manifolds

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This paper is dedicated to Lee Leonard (1951-2025), my dear friend of more than 60 years. Many years ago, Lee conceived of the crazy idea of playing games on 2-manifolds and worked out much of the analysis. With persistence he eventually convinced me to join the project.

Abstract. Two players play a game by alternately splitting a surface of a compact 2-manifold along a simple closed curve that is not null-homotopic and attaching disks to the resulting boundary; the last player who can move wins. Starting from an orientable surface, the *G*-series is $01\dot{2}\dot{0}$ according to increasing genus. Starting from a nonorientable surface, the *G*-series is $012\dot{4}60\dot{3}$ according to increasing genus. Nim addition determines the *G*-values of the remaining compact 2-manifolds.

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