1	SPOJ	NGM	A Game with Numbers	GT, Pattern	
				,	If, taking any number greater than n leads to losing, I can simply take 1 and push 2nd player
2	SPOJ	HUBULLU	Hubulullu	GT, Pattern	into losing state. Otherwise I have winning state.
3	SPOJ	MMMGAME	M&M Game	GT, Misere Nim	
4	SPOJ	QCJ3	The Game	GT, Nim	
	SPOJ	SYNC13C	WHAT A CO-ACCIDENT	GT, Pattern	
6	SPOJ	NIMGAME	Special Nim Game	GT, Table Fill	
	SPOJ	QWERTY04	TRIVIADOR	GT, Pattern	
	SPOJ	TWOKINGS	TRIVIADOR	GT, Observation	
9	SPOJ	CLK	Chomp	GT, Grundy	Use 11 base number for stroing the grid
10	SPOJ	REMGAME	Stone Removing Game	GT, Grundy	
11	SPOJ	PEBBMOV	Moving Pebbles	GT, Misere Nim	
12	CF	135/C	Zero-One	Greedy	
13	CF	87/C	Interesting Game	GT, Grundy, Independent Game, Polite Form	
14	CF	15/C	Industrial Nim	GT, Nim	
15	CF	167/C	Wizards and Numbers		
16	SPOJ	TEAMNIM	Team Nim	GT, Nim, Pattern	Check Topcoder
17	CF	255/E	Furlo and Rublo and Game	GT, Grundy	Notice that, after the first move, x becomes < 100000.
18	CF	36/D	New Game with a Chess Piece	GT, Pattern	
19	CF	154/D	Flatland Fencing	NT, Nim, Pattern, Decomposition	
20	CF	38/F	Smart Boy	GT, Trie Tree, String, KMP	
	LOJ		3 Crazy Calendar	GT, Nim	Whenever in a grid, and you are allowed to move only 1 postion, think parity.
	LOJ		Partitioning Game	GT, Grundy	
	LOJ	-		GT, Grundy	
24	LOJ	1344 Aladdin and the Game of Bracelets			
	СС	SIMNIM			
	SPOJ	RESN04			
	SPOJ	TWOKINGS			
	SPOJ	CONQUER			
	SPOJ	CRSCNTRY			
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CC	CHEFBRO				

	Nim	
	Misere Nim	
	Grundy	
	Blue-Red Hacken Bush	
Topics Need To learn	Green Hacken Bush	http://www.cs.cmu.edu/afs/cs/academic/class/15859-f01/www/notes/hack.htm
Impartial Games	Games where both players have same moves from any given position.	
Partizan games	Players have different set of moves.	
Normal play rule	The last person to move wins.	
Misere Play Rule	The last person to move loses.	
Number of Winning Moves in Nim	The number of winning moves from an N-position is equal to the number of 1's in the leftmost column with an odd number of 1's. In particular, there is always an odd number of winning moves.	
Misere Nim Strategy	As long as there are two piles > 1, keep on playing normally. When there is 1 pile > 1, move such that odd number of piles of 1 remain. This works cause in optimal nim strategy, I will never leave exactly one pile > 1.	
Minimal Excludent	minimal excludant, or mex, of a set of non-negative integers as the smallest non-negative integer not in the set	
Colon Principal	Used for Converting Tree Bush into a Stalk Bush. Branches of length a,b,c from a vertex is same as a stalk of a xor b xor c from vertex.	
Fusion Principal	The vertices on any circuit may be fused without changing the Sprague-Grundy value of the graph. Fusion will convert each edge into a loop. Each loop is same as 1 nim bar.	