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Connection games, such as Hex ,and Maker-Beaker or Maker-Maker games like Tic-Tac-Toe and Go-moku, are another major variant but are not covered by this theory, instead, see J. Beck, Combinatorial Games: Tic-Tac-Toe Theory (Cambridge University Press, 2006). Chapter 1 and Appendix C alone are almost worth the price of the book.

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