Abstract

The purpose of this paper is to solve a class of combinatorial games consisting of one-pile counter pickup games for which the maximum number of counters that can be removed on each successive move changes during the play of the game. The maximum size of the move is determined by a move function $f$ whose arguments are pile sizes. In another paper[8], we will discuss the game in which the number of counters that can be removed depends on the number removed in the previous move.