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Title: Bidding Combinatorial Games

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Abstract: We generalize alternating normal play combinatorial games to infinitely many game families via Discrete Richman Auctions. For each such game family we describe the lattice of defined feasible outcomes; i.e. we generalize the classical partially ordered "outcome diamond". We show that every game has a feasible outcome, and that for each feasible outcome there is a game with this outcome. Moreover, we show that the relation $G \geq 0$ has a constructive interpretation that generalizes the classical "Left wins G playing second".