

TIC-TAC-TOE, AMOEBA AND OTHER ANIMALS

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In Maker-Breaker games two players, Maker and Breaker, are playing on a finite or infinite board with the goal of claiming or preventing to reach a finite winning set, respectively. Starting with the Tic-Tac-Toe we will talk about the k -in-a-row games and its solutions and at the end we mention the Harary-animals. Most of the strategies we use are pairing strategies which means that the possible moves of a game are paired up; if one player plays one, the other player plays its pair.

In this presentation we mention the possible pairing strategies for the 9-in-a-row game, some pairings for the Harary-animals and for the 3-dimensional k -in-a-row game.

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- [2] L. GYÓRFFY, A. PLUHÁR, *Generalized pairing strategies, a bridge from pairing strategies to colorings*, Acta Univ. Sapientiae, Math. 8, No. 2 (2016), 233–248.
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